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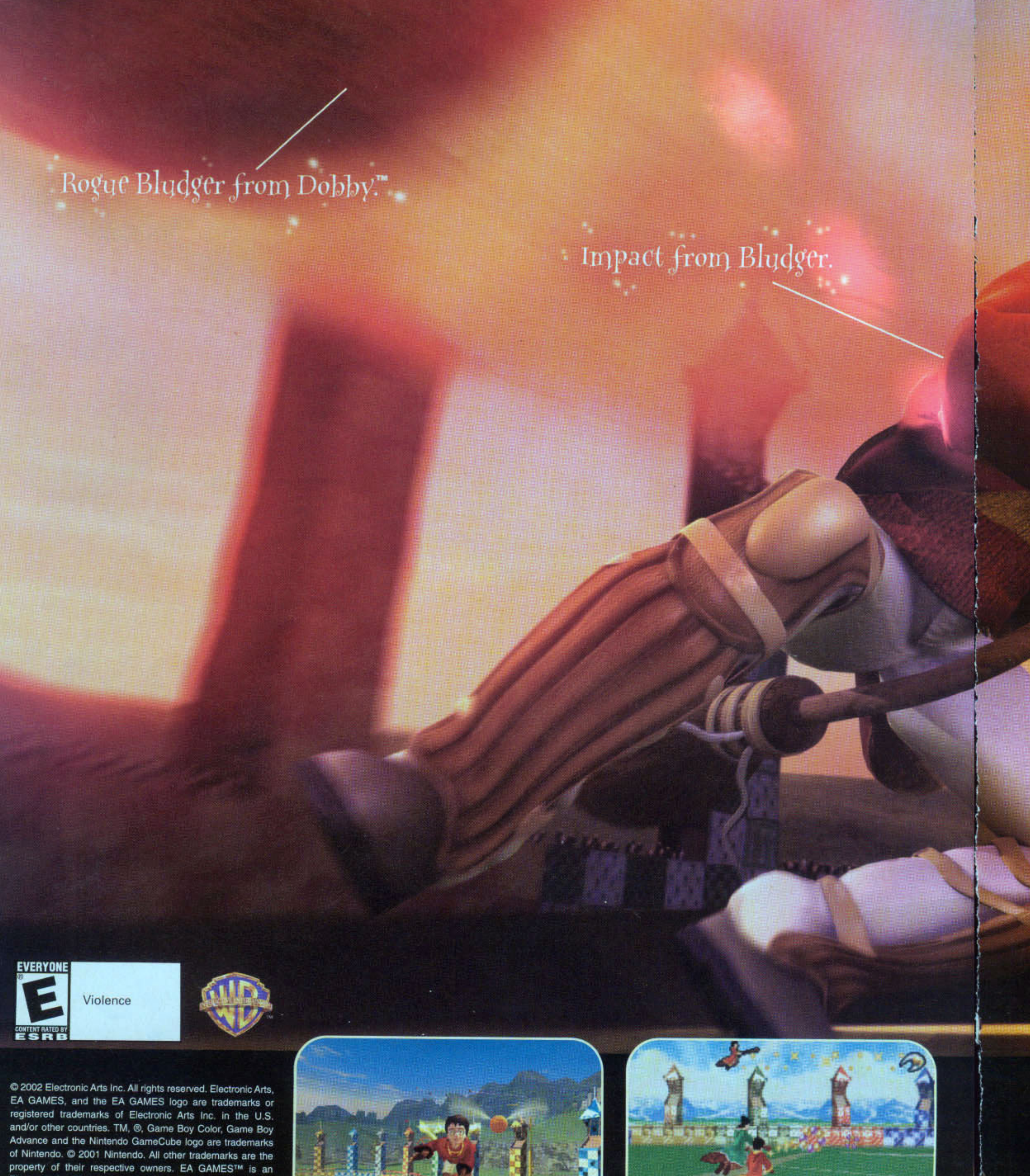
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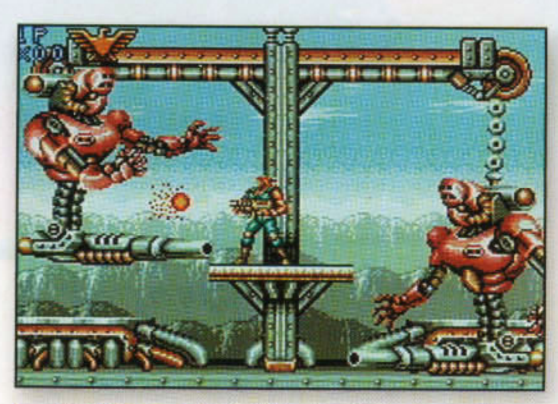


48 Man, does Mario throw some weird parties or what?!

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124 After he hit the free agent market, Orga had his contract picked up by the New York Yankees.



188 Nothing says Contra like gigantic bosses and about 10 billion rounds of ammunition.



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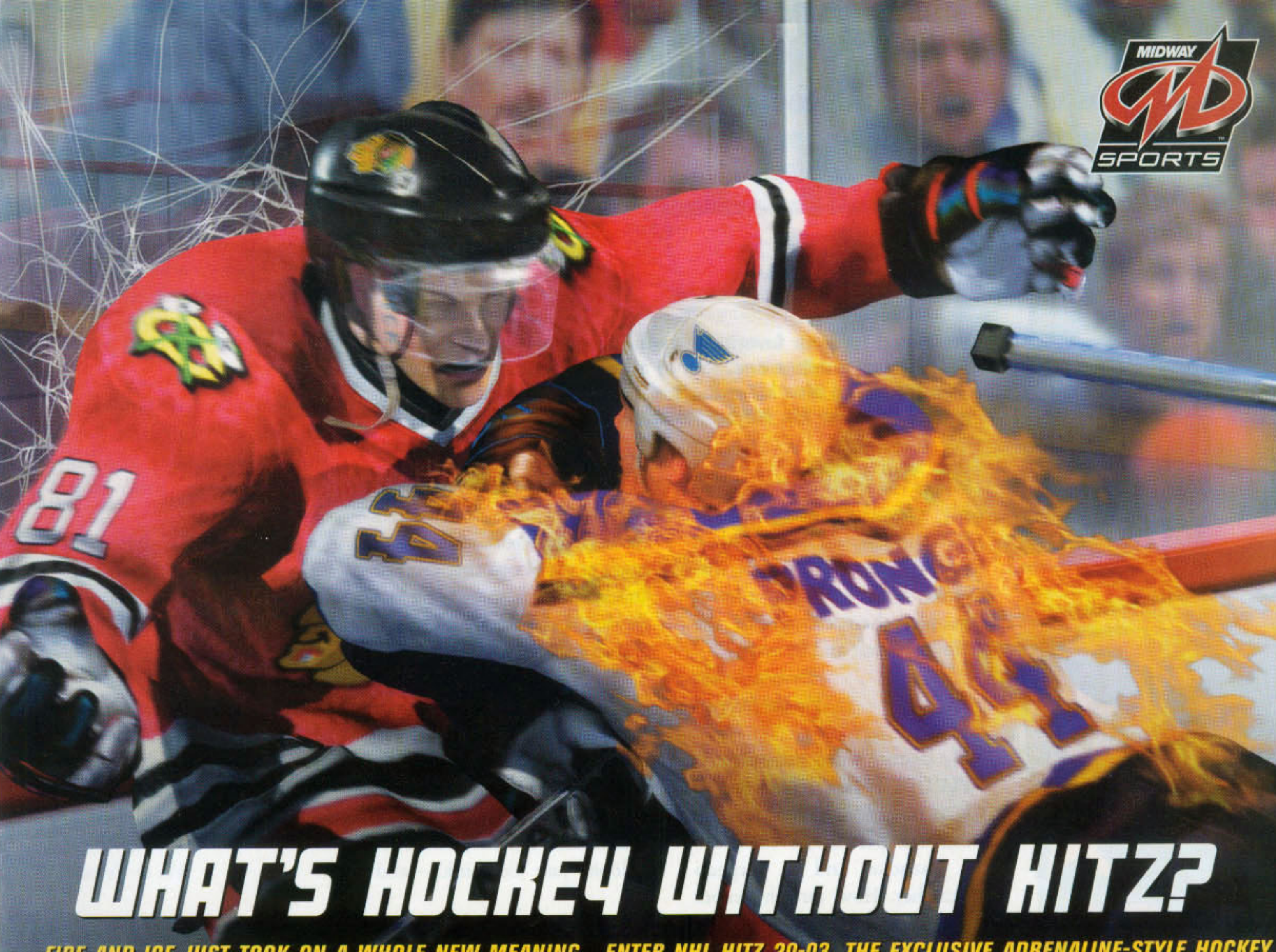
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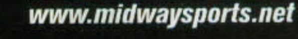
















PLAYER'S PULSE

We asked for your favorite in-game accessory—and while FLUDD was number one, lots of other items made the cut. This issue, we also learn the truth about water goblins, NHL games and how Mr. Miyamoto spends his lunch break!

GET THE GOODS

My favorite accessory is FLUDD. I would like to hide it in my backpack at school, disguise myself and spray a lot of people, then change to the Hover Nozzle and fly away.

Trevornelson81
Via the Internet

My favorite video game item is FLUDD! If Mario refuses to give it to me, I'll fight him for it! I can use grenades, a chainsaw, a bazooka and a torpedo launcher. How can the super plumber defeat me?!

Tyler McInroy
British Columbia

Well, he'd probably just spray you with FLUDD until you surrendered.

I always thought it would be fun to explore Brick Road's Dungeon Man Maze in Earthbound. Afterwards, you could walk around and check out the desert. I wonder how Brick Road made it mobile?

Lindsey Mason
New Hampshire



I love the Koopa Shell! You get to ride around on a shell all day (yeah, I'm lazy) but you also get to laugh at the Koopa that you just knocked senseless. And you can chuck it at things! Ah, the sound of shell colliding with a head ...

Taryn Stine
California

I think the coolest accessory is Link's ocarina. And the best part is that I don't have to wait for one, because I already own one! It looks just like Link's—and since I've memorized all his songs, I can go around playing his favorite tunes all day.

Becky Stingle
Florida

My favorite item is Mario's cape. I mean, who can beat flying around and landing in a belly flop? I would pay $100.00 for one of those.

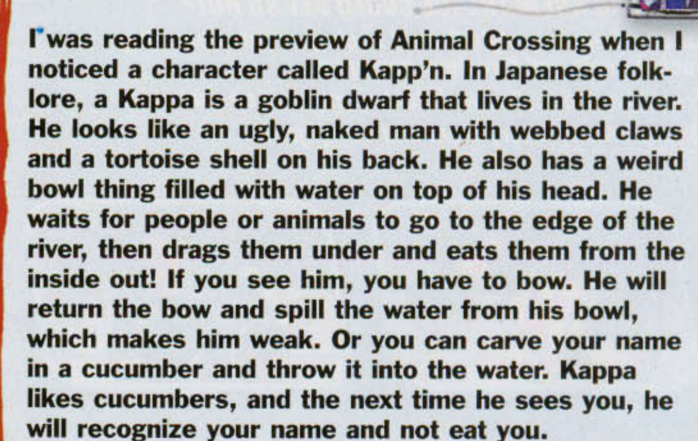
JediMaster20
Via the Internet

I would use the Coin Block from Super Mario World: Super Mario Advance 2. Then I'd have a never-ending stream of income and I could take over the world! After that, I would buy my very own Nintendo GameCube.

Kevin Juzenas
Via the Internet

Actually, if you ruled the world, someone would probably buy a GCN for you.

LETTER OF THE MONTH



I was reading the preview of Animal Crossing when I noticed a character called Kapp'n. In Japanese folklore, a Kappa is a goblin dwarf that lives in the river. He looks like an ugly, naked man with webbed claws and a tortoise shell on his back. He also has a weird bowl thing filled with water on top of his head. He waits for people or animals to go to the edge of the river, then drags them under and eats them from the inside out! If you see him, you have to bow. He will return the bow and spill the water from his bowl, which makes him weak. Or you can carve your name in a cucumber and throw it into the water. Kappa likes cucumbers, and the next time he sees you, he will recognize your name and not eat you.

Zachary Yaw
Missouri

That's creepy. We did research on the Kappa and learned that he can pull an entire horse underwater! But while Kapp'n in Animal Crossing bears a striking resemblance to the hideous water goblin, he's harmless. Instead of eating you, Kapp'n will take you to the GBA island. Now that's a Kappa we can live with!

The best item in the universe is Samus's blaster! Just imagine having that strapped to your arm. You could freeze your rival with the Ice Beam during a gruesome match of Super Smash Bros. Melee. You could even remodel your room with the Hyper Beam.

Josh Gradwohl
Washington

If I could have an accessory, I'd take Luigi's Poltergust 3000. It's not that I have a ghost problem, but come on! That thing can suck up gold bars and coins. Wait ... I guess any vacuum could do that. On second thought, gimme one of those raccoon things.

itsallabout_me87
Via the Internet



Do you mean the Tanooki suit from Super Mario Bros. 3? Yeah, that was a fun one. Thanks much for all the great accessorizing advice.

YOU'RE A WINNER

Becky Mueller of Halstead, Kansas, was the winner of the DigiPen essay contest from Volume 153. She won an all-expenses-paid trip to Nintendo HQ in Redmond, Washington, and got to sit in on a 12-day DigiPen programming class. While she was here, Becky and her mom also got to visit the EMP museum, take a tour of Nintendo and play some vids with the NP Krew. Her winning essay mentions that she wants to be a game designer, but her teacher thinks that she is better suited to being a day care worker. Becky, we hope you join our team instead!





VIVA LA DIFFERENCE!

Can you guys tell me the difference between a developer and a publisher? I don't know which one has more influence on a game's style.

A. Bellusci
Via the Internet

That's a big question, but we'll try to keep our answer brief. A developer (such as Black Box Games, Silicon Knights or Retro Studios) is a team of people that actually programs the game—they design the artwork, write the code and generally make sure the game works correctly. A publisher (such as Infogrames, 3DO or Eidos) takes care of marketing, advertising, distribution and most other issues not directly tied to creating the game. There can be some overlap, however. Some publishers are much more hands-on than others. Take Midway, for example. Since Midway has a tradition of bringing out hard-hitting sports games, its crew spends a lot of time with developers to make sure that new sports games fit Midway's style. Other publishers take a more laid-back approach and simply release whatever game their developers come up with—maybe making a couple of minor suggestions near the end of the process. And, finally, you have companies like Nintendo that function as both developer and publisher.

TRICKY TREAT

A while ago, I was playing my N64 and put in Diddy Kong Racing. I noticed that in the Dino Domain, the boss is an orange triceratops named TRICKY! I immediately recognized him as Prince Tricky, Fox's companion in Star Fox Adventures. But the Tricky in Diddy Kong Racing is like 10 times the size of Prince Tricky. Are they father and son? Did someone put Tricky through the washing machine? I mean, come on—orange triceratops aren't common.

Hifromthesnows
Via the Internet

What an eye! You were the first reader to notice the similarities between little and big Tricky. Rare loves to pull tricks like that, so we wouldn't be surprised to hear that the former racing dino reformed his ways and lent Fox a hand.

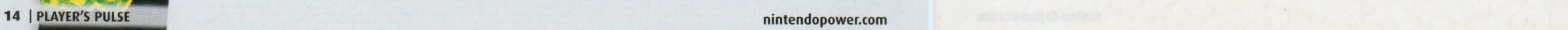
SUPER MARIO FUNSHINE

I love Super Mario Sunshine! A little while ago I was painting my brother's room and I decided to paint Ms all over and pretend I was Shadow Mario. I painted over them when I was done, but you can still see them. My parents weren't too happy! Oops! But it just shows my love of Mario.

web_slinger21
Via the Internet

Remember: Shadow Mario is the BAD GUY. Don't follow his lead.

Here's a piece of irony for you. The other day, when I went to buy Super Mario Sunshine (great game, by the way), my





dad picked up a couple gallons of paint!

A3lavan
Via the Internet

That's funny. You know what you should do? Wait until your dad is almost done painting, then run in and spray him with the garden hose! Actually, that's probably a bad idea. Just stick to playing Sunshine.

HIT THE PENALTY BOX

I am a 16-year-old kid who believes that ice hockey is the best sport on the planet. This year, I see that NHL Hitz 20-03 and NHL 2K3 are coming out. Why can't you head straight to the top with EA's NHL 2003 hockey game? In my opinion, this would be the best hockey title for the GCN because EA is the undisputed king of quality sports titles.

Bill Ford
Via the Internet

The undisputed king? There are a number of die-hard Hitz fans around the Nintendo office who might disagree with you—but never fear. Hockey lovers will have three titles to choose from on the GCN this year: NHL Hitz 20-03, NHL 2K3 and EA's offering, NHL 2003. Check out the Sports Reports on page 114 for more info on the first of the hard-hitting titles.

WIPE THAT SMILE OFF YOUR DISC

Hey, I was wondering if there is a way to clean off your Nintendo GameCube discs. Thanks.

LO23Duke
Via the Internet

We're glad you asked. Take a soft, dry cloth (not a paper towel or other abrasive fabric) and wipe the disc clean, starting from the center of the disc and moving out toward the edge. Don't wipe straight across or in a circular pattern, and don't use water or any other liquids. Easy!

A CHANCE ENCOUNTER

I recently returned from a 10-month study program in Japan. While I was there, I went to visit the Nintendo headquarters in Kyoto. Even though visitors aren't allowed in the building, just being in the presence of your headquarters was an honor. I was hanging around the outside of your building, when who did I see walk out but Shigeru Miyamoto himself?! I got up my courage and approached him, and he couldn't have been nicer! He talked to me for almost 10 minutes—despite the fact that he was on his way to lunch and my Japanese was imperfect. He even took his picture with me and gave me an autograph. He didn't treat me like a strange American girl (even though I was) and took time out of his busy life to give me one of the happiest days of mine. I just wanted to share this story and say thanks for being such a wonderful company. I also had a question—there was a nice man with Miyamoto when I met him. He introduced himself as Iwata-san, and said he created the Kirby games. I know the new Nintendo president is Mr. Satoru Iwata, but I wasn't sure if it was him. I was wondering if you could look at the photo and tell me. Thank you, and keep spreading happiness.

Rebecca Cataldi
Washington, D.C.



What a story! And yes, the man in the picture is Mr. Iwata, the new president of Nintendo. There are some members of the NP Krew who still haven't met either man, so consider yourself very lucky!

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WRITE AWAY RIGHT AWAY

The letter of the month is about a character from Japanese folklore that managed to sneak into a video game. We want to know if there are any mythological characters that you think deserve their own games. Maybe you could chop logs with Paul Bunyan, lasso tornadoes with Pecos Bill or even drive railroad ties with John Henry. Check out NP 411 for information on where to respond, then give us all you got!

PLAYER'S PULSE ARTIST'S GALLERY





Nathan Nippard • Alberta



Jeff Knutson • Washington



Bon Scott Rulapaugh • Michigan

Alex Markwith • Pennsylvania



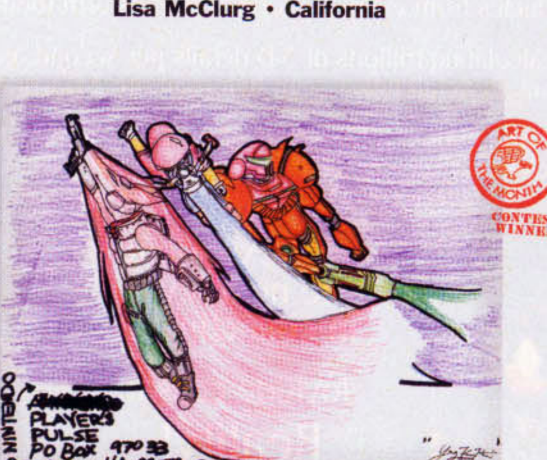
Lisa McClurg • California



Dylan Morrisroe • New Jersey



Emma Fellows • Utah



Yung-kee Hui • British Columbia



Keri Griggs • California



POWER CHARTS.162

As we get closer and closer to the end of the year, we're seeing more first-time titles on the Power Charts. Super Mario Sunshine debuted at number one on the sales charts, with Madden NFL 2003 following close behind.

As far as the NP Krew is concerned, we can't get enough of that Metroid stuff. Take a look at the massive Metroid Prime and Metroid Fusion previews in this issue—you'll understand why. Mmmm . . . drool.

KEY: NINTENDO GAMECUBE | GAME BOY ADVANCE | GAME BOY COLOR

TOP SELLING GAMES*

Rank	Game	Prior Position	Months on Chart
1	SUPER MARIO SUNSHINE	•	1
	YU-GI-OH! DARK DUEL STORIES	3	4
2	MADDEN NFL 2003	•	1
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	2	8
3	SUPER SMASH BROS MELEE	1	9
	DRAGON BALL Z: THE LEGACY OF GOKU	1	4
4	SUPER MONKEY BALL 2	•	1
	POKéMON CRYSTAL	5	11
5	SONIC ADVENTURE 2: BATTLE	4	8
	SONIC ADVANCE	4	8
6	RESIDENT EVIL	6	5
	MARIO KART: SUPER CIRCUIT	8	11
7	DISNEY'S MAGICAL MIRROR STARRING MICKEY MOUSE	•	1
	SPIDER-MAN	10	5
8	ETERNAL DARKNESS	2	3
	SUPER MARIO ADVANCE	6	9
9	SPIDER-MAN	5	5
	STAR WARS EPISODE II: ATTACK OF THE CLONES	7	3
10	LUIGI'S MANSION	9	10
	GOLDEN SUN	9	8

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE*

Rank	Game	Prior Position	Months on Chart
1	METROID PRIME	2	5
	METROID FUSION	2	5
2	BALDUR'S GATE: DARK ALLIANCE	•	1
	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	1	5
3	TIMESPLITTERS 2	4	5
	YOSHI'S ISLAND: SUPER MARIO ADVANCE 3	7	2
4	SUPER MARIO SUNSHINE	1	5
	CONTRA ADVANCE: THE ALIEN WARS EX	4	2
5	HARRY POTTER & THE CHAMBER OF SECRETS	9	2
	KIRBY: NIGHTMARE IN DREAM LAND	•	1
6	ANIMAL CROSSING	6	5
	HARRY POTTER & THE CHAMBER OF SECRETS	•	1
7	RESIDENT EVIL ZERO	•	1
	GOLDEN SUN	8	11
8	MEDAL OF HONOR: FRONTLINE	•	1
	HARRY POTTER & THE CHAMBER OF SECRETS	•	1
9	GODZILLA: DESTROY ALL MONSTERS MELEE	5	4
	LUNAR LEGEND	•	1
10	PHANTASY STAR ONLINE	7	4
	ROBOTECH: THE MACROSS SAGA	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

MOST WANTED

		Platform	Prior Position	Mo. on Chart
1	THE LEGEND OF ZELDA	GCN	1	11
2	GOLDEN SUN: THE LOST AGE	GBA	3	5
3	SKIES OF ARCADIA LEGENDS	GCN	•	1
4	HARVEST MOON: A WONDERFUL LIFE	GCN	5	3
5	POKéMON RUBY/SAPPHIRE	GBA	2	2

GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

It's a huge year for *Star Wars* fans. This month, Game Watch takes a look at the Nintendo GameCube version of *Star Wars* Jedi Knight II: Jedi Outcast from LucasArts Entertainment.

THE SPOTLIGHT

The Legend of Zelda



More precious pics of The Legend of Zelda arrived from Japan just in time to appear in Game Watch Gallery. Lucky you.

The Sum of All Fears



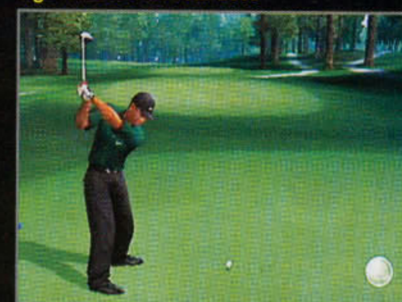
Ubi Soft and Tom Clancy bring an action thriller to Nintendo GameCube based on last summer's action-packed movie.

Disney's PK: Out of the Shadows



PK Duck, Donald's superhero alter ego, takes on an alien menace in an action romp from Disney Interactive and Ubi Soft.

Tiger Woods PGA Tour 2003



Tiger is on his game in EA Sports' brilliant PGA golf simulation. The only thing better than playing a round with Tiger is being Tiger.

Disney's Tarzan: Return to the Jungle



Activision goes to the darkest corner of the jungle to find a platform hero by the name of Tarzan. You'll go ape for it.

Harry Potter and the Chamber of Secrets



After two years of development, you'd expect the next Harry Potter game for GBA to be magnificent. You'd be right, so check it out.

THE GAMING NEWS FOR NOVEMBER 2002

A RARE MOVE

Nintendo recently announced that it had sold its 49% stake in Rare Ltd. and that the British developer would no longer make games exclusively for Nintendo GameCube. Franchise characters developed by Rare, such as Banjo-Kazooie and Killer Instinct, will remain as Rare properties. Likewise, Nintendo will retain ownership of Donkey Kong, Star Fox and its other preexisting franchises. Nintendo plans to use the proceeds of the sale to invest in new development initiatives, both internally and externally, with partners such as Square Soft, Sega, Capcom, NST, Silicon Knights and Retro Studios. In its heyday, Rare created memorable hits for the Super NES and N64, including Donkey Kong Country and GoldenEye 007. Although Rare will no longer develop games for GCN, don't be surprised to see future Rare titles on GBA. Peter MacDougall, executive vice president of sales and marketing for Nintendo of America, remarked, "Although we declined the opportunity to continue our exclusive agreement with Rare, this announcement does not diminish our respect for their work or the past contributions they have made to Nintendo." NP wishes Rare all the best.

SUMMON YOUR GCN

THQ has announced that it is bringing Summoner 2 to Nintendo GameCube. The action-oriented RPG follows the exploits of Maia, Queen of the Halassar, and her entourage as they journey through 30 fantasy areas. Players customize their parties with hundreds of spells and skills, and battles are real-time. Listen for the summons next year.

CRAVE AND VIVENDI SHARE THE WEALTH

Crave Entertainment and Vivendi Universal Publishing are teaming up on several GCN projects. Whirl Tour, scheduled for release this fall, and Mace Griffin Bounty Hunter, due next March, are now set to appear under the Vivendi Universal Publishing label.

WATCH OUT FOR THE FLASHY THING

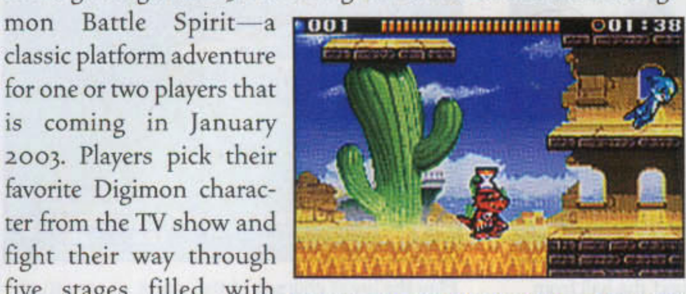
Men in Black II: Alien Escape is coming to Nintendo GameCube by the end of the year thanks to Infogrames. The action adventure begins when Agents J and K discover that a prison ship from space has crash-landed on Earth, freeing the most vile criminals in the galaxy. It's your job to round them up—and lots of cool, shiny guns will help you save the world.

WORMS AND NASCAR

Oops—last month GW incorrectly announced that Worms 3 was being published by Ubi Soft. Actually, the new Worms title is on the way from Activision. We also introduced readers to Infogrames' new NASCAR game. The name has now changed to NASCAR Dirt to Daytona.

DIGIMON HEADS BANDAI WAVE

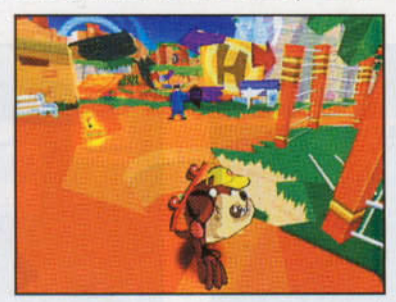
Bandai, the company that brought the Digimon phenomenon from Japan to North America, has big plans for the world of Nintendo gaming in 2003. The first game in the Bandai wave is Digimon Battle Spirit—a classic platform adventure for one or two players that is coming in January 2003. Players pick their favorite Digimon character from the TV show and fight their way through five stages filled with obstacles and danger. Two players can link up to battle head-to-head. You can unlock hidden Digimon characters and collect D-Spirit balls to give yourself a fighting edge. Bandai also plans to release GBA and GCN titles based on three other franchises: Ultimate Muscle, One Piece and our favorite, Mobile suit GUNDAM.





ONE TASMANIAN DEVIL WANTED

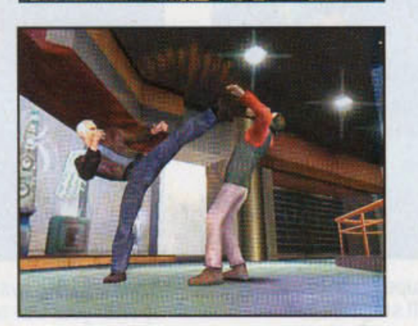
When Taz spins into a 3-D platform adventure for Nintendo GameCube from Infogrames this fall, fans of the Looney Tunes' character are sure to get a mouthful. Yosemite Sam has plans to turn Taz's home into a tacky theme park. Taz jumps, spins, gobbles and tiptoes through 15 stages to stop Sam's mad power play. Funny!



A GUILTY PLEASURE

Minority Report gave movie audiences a dose of future shock last summer, and Activision plans to do the same for GCN owners this fall with an action game of the same name. Players assume the role of John Anderton, the Precrime officer who must solve the mystery of a murder he is supposed to commit in the future. Using martial arts moves, futuristic weapons and cool gadgets, such as PDAs, jetpacks and Sick Sticks, players try to stay one step ahead of the law.





WRECKLESS: THE YAKUZA MISSIONS

The chase is on when the Yakuza (Japanese gangsters) come to town and face the Flying Dragons. Your job is to drive as wrecklessly as the mobsters and bring them to justice using weapons and other means of persuasion, such as ramming them with your vehicle. It's truly a wild ride, whether you play in Dragon Adventure Mode or Spy Story Mode. Activision plans on releasing WY on GCN this fall. Hang on tight.



DISNEY SPORTS

Konami's Disney Sports series is on the way to GCN by the end of the year. Favorite Disney characters compete in wacky versions of popular sports, such as soccer, football, basketball, skateboarding, snowboarding and motocross. The action is fast and fun, and the games have a surprising number of modes and options.



HUNTER AND BALDUR'S GATE

Both action and RPG fans have a lot to cheer about this fall, because Interplay is teaming up with Vivendi Universal to release two classics—Hunter: The Reckoning and Baldur's Gate: Dark Alliance. Hunter: The Reckoning is a third-person shooter set in the World of Darkness. As one of four characters, you can hunt evil creatures using big guns and potent spells. Hunter also has multiplayer modes for up to four players. Baldur's Gate: Dark Alliance is an acclaimed PC RPG that features a cooperative mode and a new Extreme Mode for extra challenge. Check out Epic Center in the future for more on Baldur's Gate.

BLOOD OMEN 2

Nosgoth has become a land awash in vampire blood by the time Kain awakens after a slumber of 200 years. So begins Eidos Interactive's vampire thriller for GCN. Expect action, blood and dark, menacing cinematics. It's totally goth and fun.



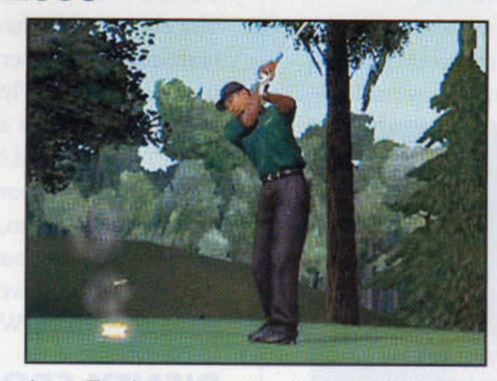
BLIZZARD TALKS STARCRAFT

At the recent Tokyo Game Show, Blizzard Entertainment unveiled its latest game in the Starcraft series—Starcraft: Ghost—which it intends to publish on home consoles late next year. The game departs from its strategy-based predecessors by placing players in a 3-D, real-time environment. As Nova, a Ghost operative, players engage in battles and carry out mission objectives. Nova has enhanced physical and psionic powers and is aided by a contingent of loyal allies. We expect more news shortly from Blizzard regarding consoles and release dates.

TIGER WOODS PGA TOUR 2003

Game Type: Golf
Publisher: EA Sports
ETA: November 2002
System: Nintendo GameCube

The first golf simulation for Nintendo GameCube from EA Sports is packed with championship courses, pro players and an all-new golf interface that is so realistic you actually seem to swing the club. With Tiger's help, you'll learn approach shots, fade shots and power strokes so you can play like a pro. When it's time to hit the links, you can join the tournament, create your own course, play a skins match or try your hand at the scenario mode. Two to four players can join your party in several multiplayer matches. EA Sports even has an online leaderboard so you can see how you rank against the rest of the gaming world. Courses include Pebble Beach, TPC at Sawgrass, Princeville, Royal Birkdale, St. Andrews, Torrey Pines, Black Rock Cove, Poppy Hills, TPC at Scottsdale, The Highlands, Spyglass Hill and other special courses. It's a golfer's paradise.



Learn Tiger's power stroke to blast the ball from the tee for major yardage.



Play the great courses of the world, or construct a dream course of your own using famous holes.



Unlock famous and fantasy players and courses as you win prize money in the different modes.



The graphics are incredible, and the music includes great tracks from Saliva, 12 Stones, Ra and others.

THE SUM OF ALL FEARS

Game Type: Action
Publisher: Ubi Soft
ETA: November 2002
System: Nintendo GameCube

Tom Clancy's jack-of-all-trades—agent Jack Ryan—heads up a team of counterterrorist commandos in a third-person shooter based on last summer's cinematic thriller. As in Rainbow Six for the N64, you'll guide heavily armed commandos into tense situations. You'll have to use your head, cool gadgets and your backup units to save the day from nuclear oblivion.



Missions begin with a briefing. After that, you can check on the team, weapons and targets.



In the field, every step and move is critical. Stealth moves are incorporated into the control scheme.

DISNEY'S PK: OUT OF THE SHADOWS

Game Type: 3-D platformer
Publisher: Ubi Soft
ETA: November 2002
System: Nintendo GameCube

Be careful what you wish for, because it might come true. In the case of Donald Duck, his wish to become a superhero lands him in the thick of an alien invasion. PK has a blaster, a cape, various superpowers and other gadgets. PK stands for the latin equivalent of "energized duck." It's a ducky dish for action fans.

Donald is transformed into superduck, PK, to battle the aliens in four worlds and 11 stages.



The targeting system helps you zap enemies easily with your blaster and switch to other foes.

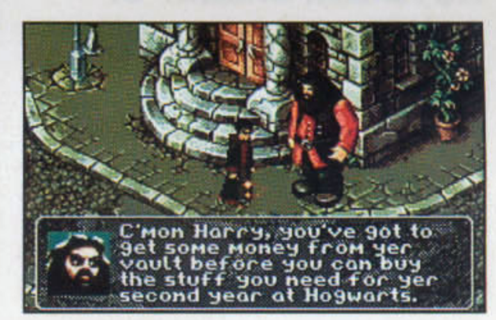
HARRY POTTER AND THE CHAMBER OF SECRETS

Game Type: Adventure
Publisher: EA Games
ETA: November 2002
System: Game Boy Advance

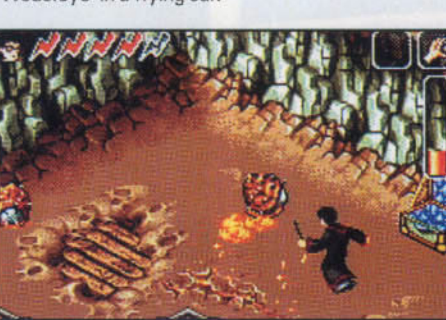
Harry's second adventure for GBA follows the second book in the Harry Potter series and the second movie, which is scheduled to be released simultaneously with the game. Like last year's game, Chamber of Secrets has Harry conjuring spells, solving puzzles, battling magic beasts and sneaking around Hogwarts when he should be in bed. It also has a cool connective feature with the Nintendo GameCube version of The Chamber of Secrets that opens up a secret area in each game. If you collect enough Wizard cards, you can unlock other secrets. On the Quidditch pitch, Harry seeks the snitch in a true 3-D match. There are six spells to master and five bosses to beat. The game is more refined in every way over last year's Potter.



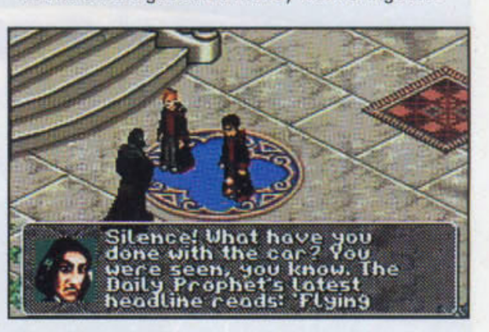
Harry begins his adventure by escaping to the Weasleys' in a flying car.



Hagrid guides Harry in Diagon Alley, suggesting that he should get some money from Gringotts.



Harry's first challenge is to make his way through the tight security at Gringotts Bank.



When Harry and Ron arrive late to Hogwarts, they find themselves in hot water with Snape.

DISNEY'S TARZAN: RETURN TO THE JUNGLE

Game Type: Action
Publisher: Activision
ETA: October 2002
System: Game Boy Advance

Activision has teamed up with Disney Interactive in a new Tarzan adventure for GBA. Players swing on vines through the jungle, ride a mine cart in a cave, battle wild boar and leopards and tree-surf. Exploring the jungle, Tarzan discovers a lost valley of dinosaurs and the Fountain of Youth.



Tarzan's new GBA adventure is aimed at young players who like an action challenge.



Tarzan's friends, Terk, Jane and Professor Porter are part of the jungle fun.

PROJECT: DIGIPEN

This month's featured game from DigiPen is Geode—a multi-player, turn-based, real-time strategy game. Geode gives a nod to classic RTS games such as Lemmings and Worms, but gives the genre a unique twist. At the heart of the game is the Geode—a circular rock that teams of worker "Dudes" fight over. Each player controls a number of Dudes, who are used to erect buildings and battle with other players. In addition to building and fighting, Dudes collect a valuable resource called Resourcite. Weapons may be as simple as a slingshot or as dangerous as a mine, but each time a Dude uses a weapon, it affects the Dude's energy meter. Dudes can walk on ceilings and walls. If they jump off, they fall in the direction of gravity. The quirky bit is that the direction of the gravity's pull shifts randomly from turn to turn. A shift in gravity can render your defenses obsolete, so careful planning is key. Technical Director Adrian Bentley, Art Director Rob Quattlebaum, Product Manager and Codesigner Mike Gonzales, Designer John Corpening and Producer Nathan Frost created Geode in their fifth semester.

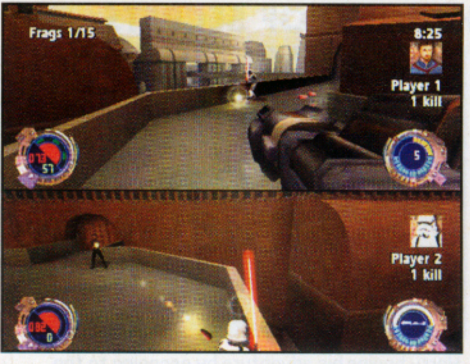




For more information on DigiPen, and to download a copy of Geode to play on your computer, head to www.digipen.edu, where you'll also find links to more projects and information about signing up for classes and workshops.

NOVEMBER GALLERY OF GAMES

The games keep pouring in to Game Watch, so much so that it's impossible to show everything we'd like! This month, we highlight the latest from Mr. Miyamoto on the upcoming Zelda for GCN. We also take another look at Jedi Outcast, Hot Wheels: Velocity X and a host of other notable titles on GCN and GBA.









***Star Wars* Jedi Knight II: Jedi Outcast**
Our playable version of Jedi Outcast has a great *Star Wars* story and intense third-person action. Multiplayer modes are also included.



Barbie: Treasures in Time
Barbie heads to GCN this fall. She uses magic, helps unicorns and drives vehicles in three time periods in her action-adventure.



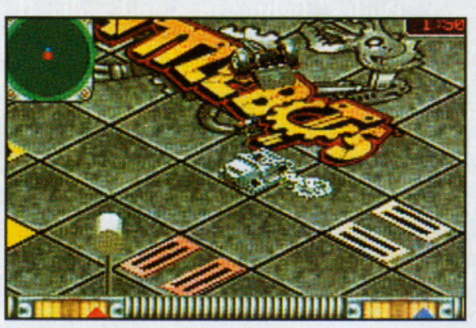
Hot Wheels: Velocity X
From high-flying stunts to hidden shortcuts, Hot Wheels: Velocity X for GCN is packed. Players have tons of tracks and cool Hot Wheels cars to unlock.



Pillage
Zed Two, the developer that created Wetrix for N64, is creating Pillage—an action strategy game—for GCN. The warriors are out for revenge this fall.



Robotech: The Macross Saga
As soon as humanity creates the Veritech fighter, aliens arrive to put them to the test. Robotech is a challenging, side-scrolling shooter for GBA.

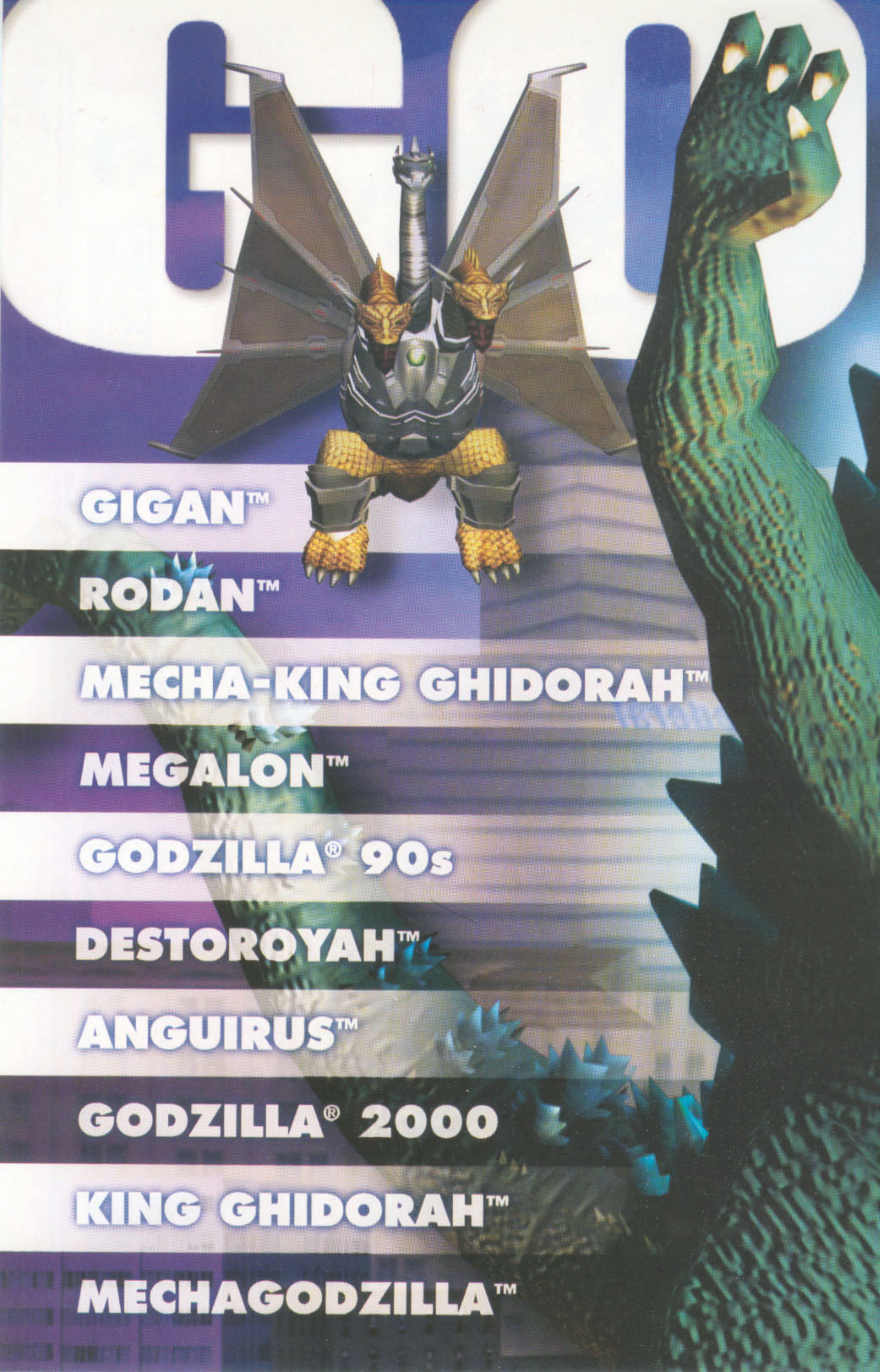


Battlebots: Beyond the Battlebox
Majesco hands over the tools and the controls so you and a friend can build and battle your own robots, just like on the popular TV show.



Tony Hawk's Pro Skater 4
The GBA version boasts many of the features from the GCN THPS 4, such as Career Mode, in-game missions and big, 3-D skateparks.


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KING GHIDORAH™	Triple Lightning	Lightning (flying)	Deathstorm
MECHAGODZILLA™	Laser Eyes	Laser Eyes (flying) Rocket Fingers (ammo)	Full Weapon Strike













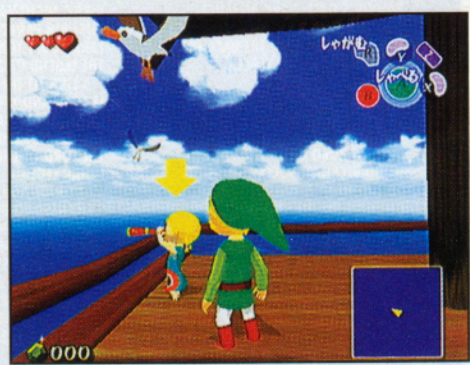


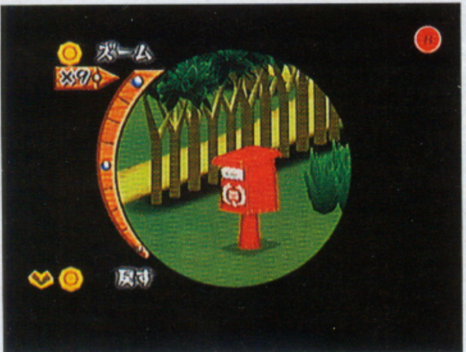




The Legend of Zelda
The three screen shots shown above are examples of how Link's expressions are used in the game. His eyes lock on to the feathered foe target, he notices objects nearby, such as the big sword, and he becomes confused when you don't move the Controller for a long time.









The Legend of Zelda
Wind and waves play an important role in the GCN game as Link sails on the bounding main. Little details, such as seagulls flying by, add to the richness of Link's world. The telescope is used to find important things at a distance, such as the mailbox. In the final shot, Link wears an expression of determination.

DEVELOPER PROFILE

This month, we go behind the scenes at the UK Studio for EA that has been busy creating multiple games based on Harry Potter and the Chamber of Secrets.

Developer: Electronic Arts UK Studio

Founded: 10 years ago (as Bullfrog Productions)

Respondents: Stuart Whyte, Senior Producer Harry Potter GBA; Derek Proud, Producer Harry Potter GBC

GW: What is your company's philosophy of game development?

SW: Make games to be proud of—a lot of companies when working with big licenses seem to spend all the money on the license and leave nothing left over for the actual game. At EA, we're all huge fans of Harry Potter, and we wanted to make a great game. GoldenEye 007 showed the way forward—it is possible to have a great licensed game—and we wanted the same for Harry.

GW: In brief, can you describe the steps your company goes through to create a game?

SW: With Harry Potter and the Chamber of Secrets, the first thing we did was to read the book . . . then read it again and again until we knew it pretty much by heart! We then would identify the key areas of the book that would work well in a video game and then started the design of tailoring this to each of the platforms. The GBC, GBA and GCN versions of Harry Potter and the Chamber of Secrets are all different games—but all follow the key plot points of the book.

GW: How would you describe your experience working on Nintendo GameCube and GBA?

SW: Fantastic! They're both awesome pieces of kit, and the cool stuff we've done with connectivity between the two consoles has been very exciting.

DP: The Nintendo GameCube is a great piece of machinery that makes graphics really jump off the screen. It's great to work with and perfect for the Harry Potter world.

GW: How was J.K. Rowling involved in the process?

SW: We work with both J.K. Rowling and the people making the movie to ensure that we fit within the Harry Potter universe. They give us loads of material to work with and put in the games.

DP: J.K. Rowling has full approval over all of the games and also likes to get involved with the dialogue scripts for the characters. She also gave us 15 pages of extra fiction not included in any of the books or movies, and we have used that to create special experiences for the players of our games. She's been really helpful and supportive.

GW: What are some of the highlights that players should expect in the GCN Harry Potter?

DP: I've gotta say that one of my favorite bits is just flying around Hogwarts. The players can equip their broom and just joyride about the castle and the grounds—you can see the great hall, the towers and parapets of Hogwarts, Hagrid's Hut, the Herbology greenhouse and the rest of the grounds. It's great fun and really amazing to look at. Quidditch is also a real highlight; you get the feeling of speed and danger as you tear around the Quidditch pitch looking for the snitch. The Spell Challenges are also great fun—the players use knowledge they acquire in class in practical challenge areas.

GAME WATCH FORECAST

Developer Profile continued . . .

GW: Did the development teams for the GBC, GBA and GCN versions work together? How did their efforts vary from each other?

SW: The GBA and GCN teams worked together. They shared art assets from the Nintendo GameCube to the GBA team for the GBA intro, and they also worked closely on the connectivity side. There was lots of sharing of ideas between all of the versions—if someone had a cool idea for Aragog or Quidditch then, typically, it would get passed around the teams.

GW: How has the GBA Harry Potter changed from last year's game?

SW: Huge changes! Last year's Harry Potter game was started at the same time as this year's game—thus this year's game has been in development for two years, which is pretty much unheard of for a GBA game! However, we wanted to make sure that everything was right in the GBA, from the graphics and story right through to the game play. I'm very proud of what the team has achieved on the GBA—it's an awesome game and hopefully your reviews will reflect this!

GW: What was the most challenging aspect of working on these projects?

SW: Trying to fit as much of Harry's world into the games! There're so many great ideas in the books, and the difficulty is working out which ones you want to do and which ones you can't fit into the two-year development time!

GW: What was the most satisfying result in any of the three games?

SW: For me it's the connectivity between Nintendo GameCube and GBA . . . plus Quidditch on the GBC, GBA and GCN rocks!

GW. If you had a message you wanted to get across to Harry Potter fans about why the games are worth playing, what would it be?

SW: First thing I'd stress is that this game isn't just for Harry Potter fans. If you don't know your snitch from your Quidditch, the game will explain it all to you! However, if you are a Harry Potter fan, then it'll be a magical experience—the games actually let you get to be Harry Potter in Harry Potter's world. It doesn't get much cooler than that!

GW: What would you predict for the future of gaming?

SW: That's always a tough question! I think we're going to see a continued move to more realism in games (and hence more immersion). Graphics and audio are going to continue improving, and areas like online are going to continue gaining ground.

GW: What advice would you give to people who want to make games?

SW: Get as much experience as you can. Enthusiasm and talent are key—if you can show you have both of these, then you should be able to get into the industry.

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BATTLEBOTS
BLACK & BRUISED
BLOOD OMEN 2
BURNOUT 2: POINT OF IMPACT
BUTT-UGLY MARTIANS
CONFLICT: DESERT STORM
CROUCHING TIGER, HIDDEN DRAGON
CUBIVORE
DAVE MIRRA FREESTYLE BMX3
DEFENDER
DIE HARD VENDETTA
DINOTOPIA
DISNEY'S MICKEY PARTY
DISNEY'S PK: OUT OF THE SHADOWS
DISNEY SPORTS BASKETBALL
DISNEY SPORTS FOOTBALL
DISNEY SPORTS MOTOCROSS
DISNEY SPORTS SKATEBOARDING
DISNEY SPORTS SNOWBOARDING
DISNEY SPORTS SOCCER
DRAGON'S LAIR 3D
DR. MUTO
DUNGEONS AND DRAGONS HEROES
ENCLAVE
E.T. THE EXTRATERRESTRIAL: SEARCH FOR DRAGORU
EVOLUTION SKATEBOARDING
EVOLUTION SNOWBOARDING
FIFA SOCCER 2003
FIREBLADE
FOUR HORSEMEN OF THE APOCALYPSE
FREAKY FLYERS
FROGGER CLASSIC
F-ZERO
GALLEON: ISLANDS OF MYSTERY
GLADIUS
GRAVITY GAMES BIKE: STREET. VERT. DIRT.
HARRY POTTER AND THE CHAMBER OF SECRETS
HARVEST MOON: A WONDERFUL LIFE
THE HAUNTED MANSION
HAVEN: CALL OF THE KING
HIDDEN INVASION
HIGH HEAT BASEBALL 2003
THE HOBBIT
HOT WHEELS: VELOCITY X
HUNTER: THE RECKONING
IMMORTAL WARRIOR
JAMES BOND: NIGHTFIRE
JIMMY NEUTRON: BOY GENIUS
JONNY MOSELEY MAD TRIX
THE LEGEND OF ZELDA
LEGENDS OF WRESTLING II
THE LORD OF THE RINGS
MACE GRIFFIN: BOUNTY HUNTER
MARIO GOLF
MARIO TENNIS
MARY-KATE AND ASHLEY SWEET 16
MASTERS OF THE UNIVERSE: HE-MAN: POWER OF GRAYSKULL
MAT HOFFMAN'S PRO BMX 2
MEDAL OF HONOR FRONTLINE
METROID PRIME
MINORITY REPORT
MISSION: IMPOSSIBLE—OPERATION SURMA
MONOPOLY PARTY
MORTAL KOMBAT: DEADLY ALLIANCE
MR. DRILLER
MX SUPERFLY
NASCAR: DIRT TO DAYTONA
NBA BALLERS
NBA LIVE
NCAA BASKETBALL 2K3
NHL 2K3
NICKELODEON PARTY BLAST
OUTLAW GOLF
PHANTASY STAR ONLINE EPISODE I&II
PILLAGE
PIRATES OF THE CARIBBEAN
THE POWERPUFF GIRLS
PROJECT BG&E
RALLY FUSION: RACE OF CHAMPIONS
RAYMAN 3: HOODLUM HAVOC
REIGN OF FIRE
RESIDENT EVIL 2
RESIDENT EVIL 3
RESIDENT EVIL ZERO
RISK
ROBOTECH: BATTLE CRY
ROLLING
RTX RED ROCK
RUGRATS ROYAL RANSOM
THE SETTLERS
SHAUN MURRAY'S PRO WAKEBOARDER
SHOX
SHREK: EXTRA LARGE
SKIES OF ARCADIA LEGENDS
SONIC ADVENTURE (WORKING TITLE)
SONIC: MEGA COLLECTION
SNOOD
SOUL CALIBUR II
SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN
SPYRO: ENTER THE DRAGONFLY
STAR WARS BOUNTY HUNTER
STAR WARS JEDI KNIGHT II: JEDI OUTCAST
STAR WARS: THE CLONE WARS
THE SUM OF ALL FEARS
SUMMONER 2
SUPER BUST-A-MOVE 2
SWINGERZ GOLF
TAZ: WANTED
TIGER WOODS PGA TOUR 2003
TINY TOON: DEFENDERS OF THE UNIVERSE
TOM CLANCY'S SPLINTER CELL
TONY HAWK'S PRO SKATER 4
TOXIC GRIND
TY THE TASMANIAN TIGER
VEXX
WARIO WORLD
WHIRL TOUR
WORMS 3
WORMS BLAST
WRECKLESS THE YAKUZA MISSIONS
XIII
X-MEN: NEXT DIMENSION
X-MEN: WOLVERINE'S REVENGE
ZAPPER
ZOOCUBE

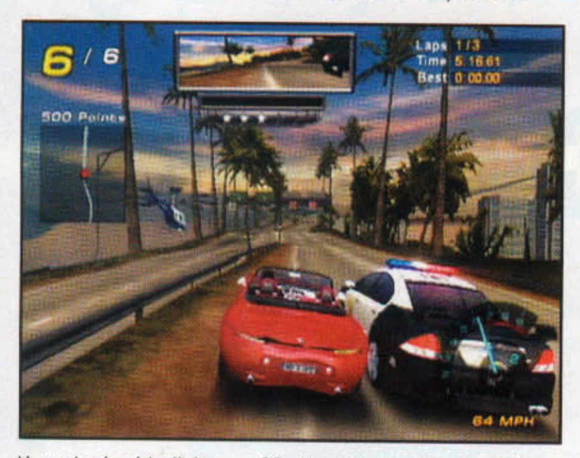
GAME BOY ADVANCE

A SOUND OF THUNDER
AERIAL ACES
ALTERED BEAST
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BACKYARD FOOTBALL
BALDUR'S GATE: DARK ALLIANCE
BANJO KAZOOIE: GRUNTY'S REVENGE
BATTLEBOTS: BEYOND THE BATTLEBOX
BUFFY THE VAMPIRE SLAYER
CAR BATTLER JOE
CRAZY CHASE
CRAZY TAXI
CREATURES
CUSTOM ROBO GX
DAVID BECKHAM SOCCER
DEFENDER
DEFENDER OF THE CROWN
DISNEY SPORTS FOOTBALL
DISNEY SPORTS SOCCER
DISNEY'S TARZAN: RETURN TO THE JUNGLE
DOOM II
DORA THE EXPLORER
DRAGON BALL Z: LEGENDARY SUPER SAIYANS*
DUNGEONS & DRAGONS: EYE OF THE BEHOLDER
EVOLUTION SKATEBOARDING
FAIRLY ODD PARENTS
FAMILY TENNIS ADVANCE
FAMITSA ADVANCE
FIFA SOCCER 2003
FINAL FANTASY TACTICS
FIRE PRO WRESTLING 2
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HARRY POTTER AND THE CHAMBER OF SECRETS
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THE LEGEND OF ZELDA: A LINK TO THE PAST
LEGO ISLAND XTREME STUNTS
LITTLE LEAGUE BASEBALL
THE LORD OF THE RINGS, PART 1
THE LORD OF THE RINGS, THE TWO TOWERS
LUNAR LEGEND
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METROID FUSION
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MISSION: IMPOSSIBLE—OPERATION SURMA
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THE MUMMY
NEED FOR SPEED
NFL BLITZ 20-03
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NICKELODEON PARTY BLAST
ODDWORLD: MUNCH'S ODDYSEE
PAINTBALL
PHANTASY STAR COLLECTION
PHANTASY STAR ONLINE CARD BATTLE
POWER RANGERS WILD FORCE
RAYMAN 2*
RAYMAN 3
REVENGE OF SHINOBI
ROAD RASH
ROBOTECH: THE MACROSS SAGA
RUGRATS I GOTTA GO PARTY
SAMURAI JACK
SANTA CLAUS SAVES THE EARTH
SCOOBY-DOO! THE MOVIE
SEGA SMASH PACK
SHAUN MURRAY'S PRO WAKEBOARDER
SIMCITY 2000
THE SIMPSONS: ROAD RAGE
SMUGGLER'S RUN
SONIC ADVANCE 2
SPACE CHANNEL 5
SPY KIDS 2: ISLAND OF LOST DREAMS
STAR WARS: EPISODE II: THE NEW DROID ARMY
SUPERMAN
SUPER MONKEY BALL
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TINY TOON ADVENTURES: SCARY DREAMS
TINY TOON ADVENTURES: WACKY STACKERS
TOM & JERRY IN INFURNAL ESCAPE
ULTIMATE BRAIN GAMES
VIRTUA TENNIS
WALT DISNEY'S THE JUNGLE BOOK
WILD THORNBERRYS: THE MOVIE
WING COMMANDER
WINGS ADVANCE
WOODY WOODPECKER IN CRAZY CASTLE 5
X-BLADEZ: INLINE SKATER
X-MEN: WOLVERINE'S REVENGE
YOSHI'S STORY
YU-GI-OH! DUNGEON DICE MONSTERS ADVANCE
YU-GI-OH! THE ETERNAL DUELIST SOUL
ZAPPER

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST
*GAME BOY COLOR GAMES

SCREEN TEST

What's going on in the screen shot from Need for Speed 2: Hot Pursuit? We've come up with a caption, but if you can do better, send your best efforts to poweron@nintendo.com. We'll print the funniest submissions in the January issue!



Hey, what's with all the cops? Do I look like I'm delivering Krispy Kreme donuts or what?

YOUR SCREEN TEST CAPTIONS



Our line was "Whew! I finally have enough money to take a vacation! Mario? I thought you were stuck in a painting! Gimme back my money!" Here are some of your best lines:

Is that my lucky coin? No. Maybe this one. *—Mike Sciortino*
Show me the money!!! *—David Orluck*
So THIS is where Mario hid "our" inheritance money! *—Sheik n Zelda*
This is the last time that I EVER clean house for Mario! *—Patrick Barlow*
I knew I should have bought the BIG pocket jeans. *—Shawn LaCroix*
Look, a penny! *—00Ronning*
Luigi discovers a new type of interior decoration. *—D. Byrne*
OK, that's 31 dollars and 41, 42, 43 ... *—Weston Arrowsmith*
Captivated by the beauty of the gold coin, Luigi didn't notice the large and valuable diamond sitting behind him. *—Kimo Kaaikala*
Headlining my own game is great, but they never said I had to physically pick up my paycheck. *—Brian De Moss*
Finally, I can afford enough cleaning ladies for this mansion! *—David Eisner*
Where are my glasses? I can't see without my glasses! *—Ben Stachel*



CLUBBING WITH NINTENDO

Get ready to party with Nintendo on the 2002 Cube Club tour. Nintendo's hopping Cube Clubs are returning to cities all across the country this fall. Last year, for the first time, thousands of fans got their hands on Nintendo GameCube games during the Nintendo Cube Club tour. This year, even more people will get the chance to play upcoming games for Nintendo GameCube, listen to the hottest local DJs, sip on cool beverages and check out the latest high-tech goodies from Panasonic. The action will take place during three separate regional tours—in the 12 cities listed below. Nintendo Street Team members will pass out tickets at local malls, skate parks and other locations. Radio stations and product sponsors will also have tickets available, and, if all else fails, you'll be able to visit the website listed below to print your own tickets. Access to the clubs will be given on a first-come, first-served basis. And once you're inside, you'll be able enter to win prizes from Nintendo and Panasonic. But the best part is that you'll get to play the hottest GCN games of 2002. Let the good times roll.





THE CUBE CLUB TOUR

East Coast	Midwest	West Coast
Tallahassee, FL	Minneapolis, MN	Los Angeles, CA
Charlotte, NC	Chicago, IL	Phoenix, AZ
Baltimore, MD	Indianapolis, IN	Las Vegas, NV
Cleveland, OH	Memphis, TN	San Francisco, CA
New York, NY	Austin, TX	Portland, OR

For the latest schedule of dates for each Cube Club location, head to www.nintendocubeclub.com.



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EGG MANIA™
PlayStation 2
EVERYONE E CONTENT RATED BY ESRB
GAME BOY ADVANCE
XBOX
NINTENDO GAMECUBE
INNOVATIVE AND ADDICTIVE ARCADE-STYLE PUZZLE ACTION!
WILL YOU CRACK UNDER THE PRESSURE?
EGG MANIA™
for Nintendo Game Boy® Advance!
Screenshots from the Game Boy® Advance version
EGG MANIA™ EGGSTREME MADNESS
for Xbox™, Nintendo Gamecube™ and the PlayStation® 2 Computer Entertainment System!
Screenshots from the PlayStation® 2 version
Coming in September!
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HOTGEN STUDIOS



ONLINE

Meeting of the Metroids

metroid.com

Samus sparked interest with her stunning debut in the NES game, Metroid, back in 1986 then returned in 1991 with Metroid II. After making an asteroid-sized impact on the Super NES in 1994, Samus vanished for the next eight years of gaming history. Legions of devoted fans are hungry for more, and the wait is almost over. The bounty hunter is making a dual return on both GCN and GBA in mid-November.

Metroid superfans may find the anticipation too much to bear during the month of November. Don't worry. Nintendo's got your back. In the weeks leading up to the release of Metroid Prime and Metroid Fusion, the official website—metroid.com—will delve into the mysteries of the Metroid universe. With all of the sci-fi adventure planned for the website, you won't need to sustain your Metroid dreams with online fan fiction any longer.

Once you enter the website, you'll be turned loose to explore a futuristic dimension of data—using a highly advanced browser that evolves data surfing about five zillion years. Once you get the hang of using the interface ... and if you manipulate certain pieces of data in just the right way ... and if you find yourself in a part of the data system in which you really shouldn't be nosing around ... you might just find yourself as the starring player in a Metroid conspiracy. (Or you might just have a really fun time wandering around but never stumble across the truth. It's all up to you.)

Metroid.com won't be the usual click through the park. We won't spoil any of the surprises—in fact, we've probably said too much already—but stay tuned to the website starting in late October to go where no Metroid fan has gone before.

Chat: The Buzz Is Loud in Here!

nintendo.com/nsider

The response has been phenomenal. Ever since we reopened Nintendo's megapopular chat earlier this year, the rooms have been crammed with Nintendo fans of all stripes. Some of our favorite discussions: What's your favorite episode in Super Mario Sunshine? Which Animal Crossing character do you like the most? Is Yoshi's Island the best platformer of all time? The NP writers who host the chats can hardly get a word in edgewise during some of the yapfests. In case you haven't had a chance yet to make your voice heard, join us in the Nintendo chat rooms Monday through Friday, 3 p.m. to 6 p.m. PST.

WANT TO GET A JUMP ON THE LATEST, GREATEST NINTENDO WEBSITES ABOUT TO BREAK ONTO THE INTERNET SCENE? STAY TUNED FOR MORE UPCOMING ONLINE DEVELOPMENTS AND BE AMONG THE FIRST AT THE HEART OF THE ACTION.

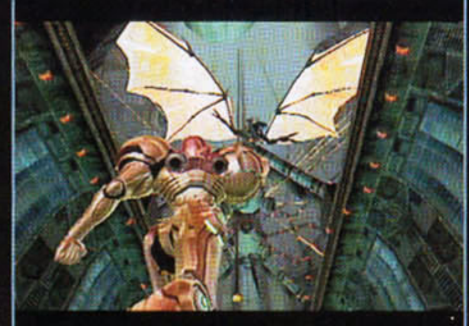
METROID PRIME

TEEN T CONTENT RATED BY ESRB Violence



It's been eight years since Samus Aran took up arms, but she's back in her biggest adventure yet: Metroid Prime for the Nintendo GameCube. You've seen hints of the action, you've heard rumors about the game—now put your questions to rest as NP presents an exclusive look at the most impressive piece of software ever to grace the GCN.

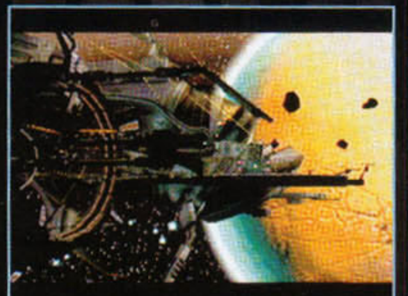






A GAME UNLIKE ANY OTHER

Whether you are a die-hard Metroid fan who can talk for hours about the Bomb Jump or a newcomer who doesn't know a Wave Beam from a Power Suit, Metroid Prime will grab you from the opening scene. Metroid fanatics, however, will find dozens of familiar touches—in both enemies and weaponry. Finally you'll be able to examine creatures up close and even watch a three-dimensional Geemer slowly climb the wall. And while the action takes place from Samus's perspective, it would be folly to call Metroid Prime a first-person shooter. The focus is on exploration, discovery and puzzle solving—not blasting wave after wave of mindless enemy forces.









Metroid Prime is a rare example of a game that exceeds the hype surrounding it. Take a vacation, board up the windows and kiss the family good-bye, because you're about to be sucked into a world more compelling than any in recent video game history.

WHO IS SAMUS ARAN?

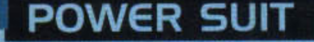
The hero of Metroid Prime is Samus Aran, a bounty hunter charged with keeping the universe safe from all manner of unimaginable horrors. Brave, resourceful and cunning, Samus is the final line of defense against mankind's greatest foes—and willing to charge into situations that would make entire marine platoons turn tail and run. But courage and smarts are not the only items in Samus's arsenal. She also has access to some very impressive tools and weaponry.

VISOR





The visor is Samus's window on the world, and you'll use it to experience all the wonders and terrors of Tallon IV. But the visor is much more than an armored windshield—it also displays data on enemy life forms and unknown objects. When you begin Metroid Prime, you have two visors: the Scan Visor and the Combat Visor. As you move through the game, you will gain visor upgrades—such as the Thermal Visor—that give Samus an upper hand against her foes.



POWER SUIT

Samus's main weapon is the Power Suit, a sleek and impressive piece of armor that gives her incredible powers of agility, speed and strength. The suit lets her jump great distances, breathe underwater, function in the depths of space and survive falls from any height. Like the visor, the Power Suit will be upgraded throughout the game.



ARM CANNON



Unlike many first-person titles that require you to exchange one weapon for another, all of Samus's attacks are contained in one compact unit: the Arm Cannon.



The Arm Cannon can switch from one weapon to the next with a simple flick of the C Stick. In the scene above, Samus is attacking an enemy with the Wave Beam.



Another Arm Cannon upgrade is the Ice Beam, which freezes some enemies solid with a single blast and eliminates some others.

A MYSTERY BEYOND IMAGINATION

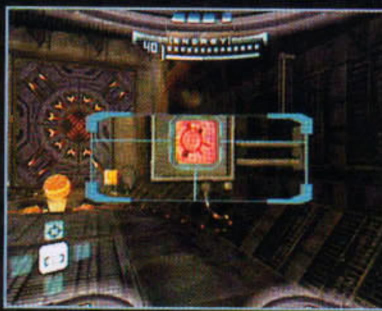
Samus has always been fond of exploration, and Metroid Prime continues the tradition. It is a game that refuses to give easy answers or lock players into a linear path. There are no mission objectives, no orders from headquarters, and no lengthy cut-scenes where an all-knowing narrator magically descends from the sky to explain every little plotline detail. Instead, you'll find yourself on a truly alien world, with the freedom to go almost anywhere you want. So how do you function in a world with no rules? Never fear—Samus Aran has the tools and the talent to lead you in the right direction.

SCAN VISOR:
Learn by Doing

The Scan Visor is invaluable for a wayward bounty hunter. You can activate the Scan Visor by touching the Control Pad. Once it is in place, you can explore Tallon IV in greater detail. When you meet an enemy for the first time, don't just charge into combat. Scan it! When you see an unusual rock formation or a strange piece of machinery, click the Scan Visor into place and see if the unknown object will divulge its secrets. You can use the visor to activate computers, open doors and read ancient Chozo lore. It makes the game a truly interactive experience.







You can use the Scan Visor to activate doors and other electronics and deactivate sentry guns. When you find a square area called a Scan Point, hold down the L Button to lock on. The device will function once the scan is complete.





You can scan enemies in the same fashion. Hold the L Button to lock on to an enemy, then watch in amazement as a flood of information flows over the screen—including biological readouts, attack strategies and possible weaknesses.

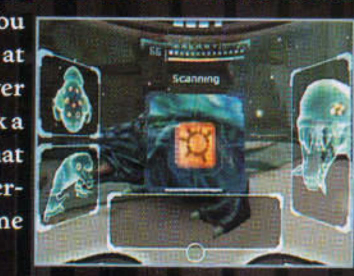
MAPPING:
Getting Around in Style



If an open-ended world with hundreds of areas sounds like a lot to remember, Samus has you covered. Her suit has a mapping system that is both functional and easy to use. By pressing the Z Button, you can bring up a map that shows where you have been, where you need to go and what rooms are still unexplored.

LOG BOOK:
A Galaxy of Information at Your Fingertips

The Log Book is like a virtual encyclopedia. Every time Samus scans a vital item—be it an enemy life-form or a computer screen containing important plotline elements—the information will be stored in the Log Book. You can access the log at any time to discover the best way to attack a foe or a vital clue that you might have overlooked the first time through.





If an enemy is giving you fits, check the Log Book. Many foes are invulnerable to certain attacks and terribly weak against others. You can also use the Log Book to check your Power Suit and adjust multiple in-game functions.

HIGH-TECH COMBAT

If exploration is Samus's bread and butter, combat is her main course. The world of Tallon IV contains a multitude of creatures both dangerous and subtle, and the vast majority have very low opinions of newcomers. Gamers will find that the combat system in Metroid Prime is one of the game's shining jewels—it allows players to take on hordes of violent enemies with deadly accuracy.

THE COMBAT VISOR:
Everything a Bounty Hunter Needs to Know

The Combat Visor clicks into place whenever Samus uses her Arm Cannon. It contains a HUD (heads-up display) that gives the bounty hunter a wealth of data—including an environmental threat meter, a radar display, lock-on reticules and the remaining amount of Power Suit energy and Missiles. In a cinematic twist, all of the visors in the game reflect real-world conditions: They will frost over in the cold, steam up in hot areas and even collect raindrops if you stare at a gloomy sky for too long.





The environmental threat meter is on the screen's left-hand side. The radar is above the threat gauge. The screen's other side shows a map and a Missile count. On the top and bottom you'll see energy, weapon and visor information.





When an enemy draws near, the Combat Visor will bring up a targeting reticule. If you hold down the L Button, you will lock on to the target. Attacking multiple enemies is a simple matter of holding and releasing the L Button as they approach.





Scanning an enemy does more than show information; it can actually alter an attack strategy. If you don't scan an enemy, you will lock on to its body. If you scan it and find a weakness, you will automatically lock on to the vulnerable spot.

POWER-UP ITEMS:
Because Too Much of a Good Thing Is Wonderful

Samus has most of her gear when the game begins, but is stripped down to nearly nothing when she lands on Tallon IV. To replenish your supply of tools, you must explore the planet and find upgrades. Some are hidden in alcoves and behind crumbling walls, while others are guarded by fierce boss creatures.





When you first receive the ability to fire Missiles, you can hold only five. You must then search out Missile upgrades and increase your storage capacity.



One of the most important upgrades is the Morph Ball. It's even possible to upgrade an upgrade: The Morph Ball, for example, can be upgraded to a speedy Boost Ball.

SUIT MODIFICATIONS:
You against the World

Though the Power Suit is a weapon in and of itself, it can upgrade to more powerful forms. One example is the Varia Suit. Once Samus finds the Varia Suit upgrade on Tallon IV, she will be able to withstand intense heat that the Power Suit cannot take. There are other suits available in the game as well, including a mysterious suit that is unbelievably powerful.

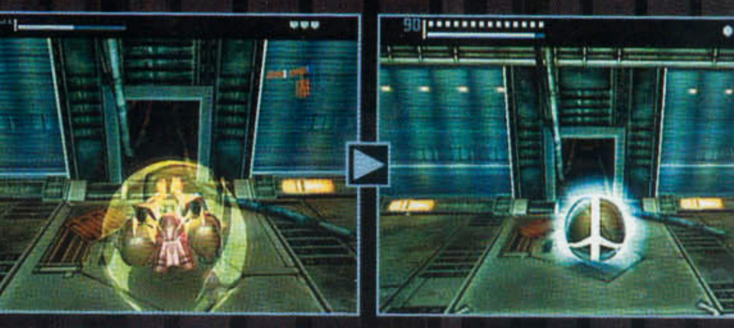




There are no keys in Metroid Prime, so moving from one area to the next is a matter of having the correct upgrade in your possession. You can enter lava-filled areas without the Varia Suit—you just won't last very long.

MORPH BALL:
Rolling into Battle

The Morph Ball gives Samus the ability to tuck into a tiny sphere and roll around. In Morph Ball form, Samus can enter small cracks and tunnels and discover otherwise inaccessible areas. When you enter Morph Ball form, the camera will zoom out to a third-person perspective and follow you around.









Though you can't use the Arm Cannon in Morph Ball form, you are far from defenseless. Samus can drop bombs as she travels, leaving a small, deadly surprise for an attacking enemy. Bombs can also be used to break walls and propel Samus into the air—a technique known as the Bomb Jump. Skilled players can use the Bomb Jump to reach high areas and even juggle themselves in midair.

AGAINST OVERWHELMING ODDS

Tallon IV has given birth to a stunning variety of life. You'll see everything from intelligent vines to a burrowing creature called a Beetal that springs up from the ground. But all is not well in the world, and some creatures have mutated into immense, hideous monstrosities. If Samus is to survive Tallon IV, it is those massive creatures that she must finally overcome.

ENEMIES OLD AND NEW:
The Return of a Nightmare

Though quite a few of the creatures that inhabit Tallon IV will be familiar to Metroid fans, know that it is a strange planet with foes that have never before been seen by human eyes—including Samus Aran's. The Scan Visor will give you an impressive amount of information, but the beings may still have surprises in store.









Some enemies are small and easily defeated, while other stand stories high and tower over Samus like skyscrapers. It will take all of your daring and cunning to eliminate the worst of the foes.

WORLDS OF WONDER:
Fear of a Deadly Planet

Metroid Prime is vast, and brave explorers will encounter many different landscapes. From the frozen arctic tundra of Pehndrana Drifts to the lava-filled wasteland of the Magmoor Cavern, each area is rife with unique sights and challenges. Even the lush, junglelike greenery of the Tallon Overworld hides a host of dangers.





GET READY

Metroid Prime is one of the most impressive video games we at NP have ever seen. It's a game that can challenge, exhilarate and surprise—a title that combines elements of the first-person shooter, platformer and adventure genres into a single, massive campaign. Prepare for an experience unlike any other: Metroid Prime.





Samus Aran's story spans space and Nintendo game systems. At the same time that Samus makes her GCN debut, she'll also rocket to GBA for an all-new adventure. Metroid Fusion plays like its predecessors on the NES, Game Boy and Super NES, with updated graphics and a thrilling battle against Samus's ultimate enemy.

THE X FACTOR

Planet SR388 is a fertile rock with an active ecosystem. The deadly Metroids were once at the top of the food chain there, until bounty hunter Samus Aran wiped them out. A parasite called "X" filled the void. On a return trip to the planet, Samus became infected by the life-sucking X organisms. The only way that scientists could save her was to strip away her Power Suit and inject her with a Metroid vaccine, the natural enemy of X. Samus's new Fusion Suit gives her some protection but offers none of the Power Suit's advanced abilities. Recovered, but still weak, Samus must answer an urgent call.



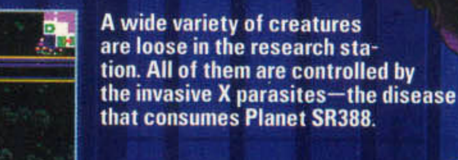


Following an operation that left her without the advanced abilities of her former Power Suit, Samus faces the menace of the X parasites—creatures with the ability to mimic their prey.

POWERFUL PARASITES

The creatures that Samus fights in the Biologic Space Labs research station have one thing in common. Whether they have the skin and bones of Hornoads or Zebesian Space Pirates, they all have X organisms at their core. After Samus blasts the beasts that the X parasites are mimicking, she can capture and absorb the parasites and use them to replenish her energy. Thanks to the Metroid vaccine that pulses through her bloodstream, Samus has become the parasites' worst nightmare.





A wide variety of creatures are loose in the research station. All of them are controlled by the invasive X parasites—the disease that consumes Planet SR388.



After Samus blasts an enemy creature, the creature's X parasite will be exposed. If Samus can capture the parasite before it spawns into another creature, she will recover energy, Missiles or Power Bombs, provided that she has downloaded the Missile and Power Bomb data.

SUIT UP FOR ADVENTURE

Samus Aran has long been known for her one-woman army approach to alien eradication. Not only is she quick, athletic and merciless, but she has always made sure that she has the right equipment for the job—a tricked-out Fusion Suit, an Arm Cannon and plenty of explosives. The X parasite invasion of her body and surgical removal of infected sections of her suit have left her without some of her best moves. You must help her regain them.

RESERVE POWER
Search for Strength

As you guide Samus through her adventure on the remote research station, you'll download data that repair damaged sections of her Fusion Suit. You'll also collect tanks that add to Samus's energy reserve and the carrying capacity of expendable weapons. Energy Tanks, Missile Tanks and Power Bomb Tanks are important resources. You'll often have to explore dangerous dead ends and enemy-packed passages to find them.





BEAM BARRAGE
Increase Your Firepower

Samus can hold her own with her basic Beam weapon, but it always pays to be prepared for special circumstances. You'll earn sevaral beams by defeting Core-X creatures in the space station. They include the laserlike Plasma Beam and the Wave Beam, which flows through obstacles.



MISSILE MIGHT
Unleash Power on Obstacles and Enemies

Metroid adventures are about exploration as much as enemy elimination. When you collect, then upgrade, Samus's Missiles, you'll gain the power to destroy obstacles and discover new paths. You'll also be able to beat some of the station's strongest creatures. Super Missiles are three times stronger than standard Missiles.



Samus is too weak to regain her old Ice Beam, but she can load up on Ice Missiles. The Freon-charged payload stops some enemies in their tracks, allowing you to use the creatures as stepping-stones over dangerous terrain.



The wide blast radius of Diffusion Missiles can hit several enemies at once. It temporarily freezes most of the creatures that it doesn't destroy.

THICK SKIN
Collect Suit Upgrades for More Endurance in Harsh Climates

As strong as Samus is, she can't withstand extreme temperatures, or perform athletic moves in water, without Power Suit upgrades. If she has only the basic suit to protect her, she'll lose energy at a constant rate in very cold or very hot areas. The Varia Suit regulates Samus's body temperature and absorbs some damage. The Gravity Suit offers even more protection and gives Samus the ability to move freely in flooded areas.



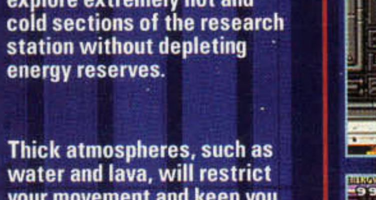
Once you have the Varia Suit upgrade, you'll be able to explore extremely hot and cold sections of the research station without depleting energy reserves.



Thick atmospheres, such as water and lava, will restrict your movement and keep you from performing your most athletic moves until you download the Gravity Suit data.

BE THE BALL
Roll Up and Explore Small Spaces

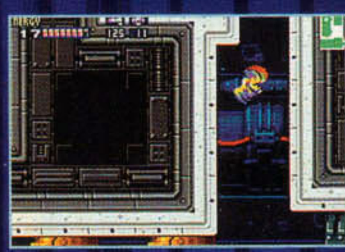
Tight tunnels and narrow pipes rarely stop Samus Aran. As soon as you download the Morph Ball data, you'll be able to roll into small holes. The Hi-Jump upgrade will give you the ability to jump in ball form and Bomb upgrades will give you the ability to detonate obstacle-destroying explosives.

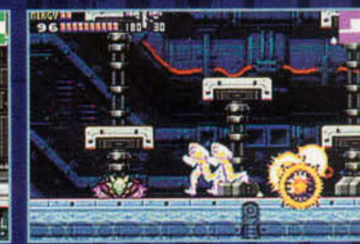


You can roll into tight areas and explore new sections of the space station in ball form. You can also set explosives as the Morph Ball. Power Bombs damage every enemy on the screen and expose the weaknesses of all destroyable blocks.

OTHER ABILITIES
Run Fast and Defeat Enemies with a Buzz Saw Flip

Nothing compares to the versatility and strength of a fully equipped Fusion Suit. As you explore the station, you will continue to discover new adventuring abilities. The Space Jump will allow you to execute midair jumps that give you the freedom of flight. The Speed Booster will give you supercharged speed, allowing you to run through obstacles, and the Screw Attack will add attack power to your somersaults.







You can enhance Samus Aran's athletic ability with a collection of data downloads that give her the power to explore new areas and power through clouds of enemy attackers without stopping.



THE STORY UNFOLDS

When you land on the Biologic Space Labs research station, you'll know little about the menacing creatures who have taken over the facility. As you explore and get updates from the station's computer, you'll learn more about the epidemic spread of the X parasites and about one particular parasite that has taken the shape and abilities of a certain space bounty hunter. The computer calls her SA-X.

COMPUTER CONNECTIONS

Download Objectives and Abilities

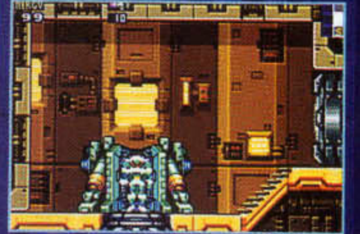
The research station's computer provides information about the current movement of the X parasites and offers mission objectives. When you connect with the computer in a Navigation Room, you will discover where you should go next and what you should do there. Data Rooms restore Samus's special abilities. Save Rooms save game data. Security Rooms unlock certain hatches. Recharge Rooms refill energy and weapon reserves.



Study the map to learn the locations of rooms where you can make computer connections. You can scroll the map with the Control Pad for a view of all known rooms.



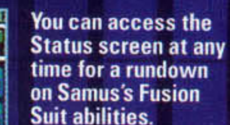
Navigation Rooms are a new addition to the Metroid universe. They give you a connection to the station computer, which gives you insight into the developing story.



Data Rooms, marked with a "D" on the map, hold the secret to some of Samus's most useful Fusion Suit abilities.



You can access the Status screen at any time for a rundown on Samus's Fusion Suit abilities.

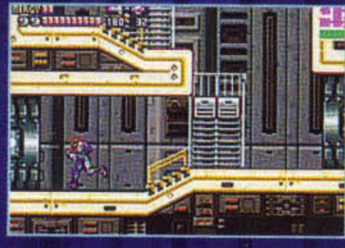




STATION BREAKTHROUGHS

Use Abilities to Discover New Areas

When you earn a new ability that helps you break through a particular type of obstacle, or when you unlock a high security hatch, you'll find that new discoveries are waiting to be made throughout the facility. You'll have great fun and add to Samus's arsenal by returning to previously explored sections of the station and using your newly acquired abilities to uncover shortcuts and hidden items.







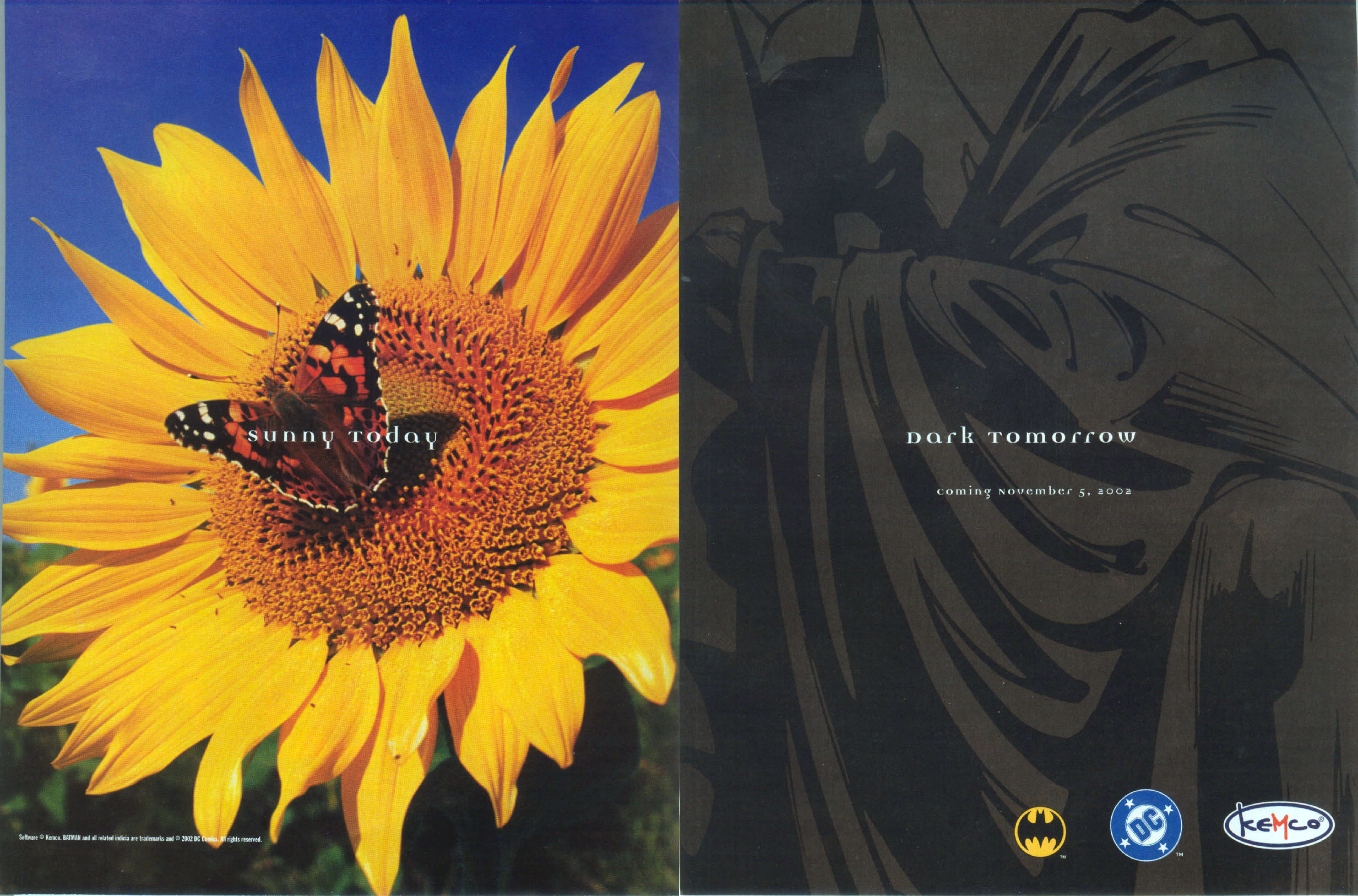
Opening hatches and breaking through blocks are key to making new discoveries in Metroid Fusion. If you're thorough, you'll find Energy Tanks, Missile Tanks, Power Bomb Tanks and shortcuts that you might not have found otherwise.

X-TREME ACTION

The parasites continue to spread. If you don't contain them, they'll escape from the research station and cause havoc far and wide. Metroid Fusion is a side-scrolling space adventure that is filled with amazing discoveries, challenging battles and super-charged weapons. Fans of Samus Aran and games with incredible game play and level design will have many hours of entertainment ahead of the them when they check out this mid-November release.






sunny today
Dark Tomorrow
coming November 5, 2002
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KEMCO
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MARIO PARTY® 4

With all-new minigames and more dazzle than a disco ball, the GCN's Mario Party puts all other soirees to shame!



PARTY LIKE NEVER B4

They're not going to party like it's 1999—not inside the Nintendo GameCube. Back then, Mario Party was the event of the century. Now, Mario Party 4 glams it up for the new millennium with the GCN's special F/X. Heat waves, aquatic effects and wild pyrotechnics, along with dozens of minigames that will make you sweat, make Mario Party 4 the place to be on the party circuit.

NEW MOVES & MAYHEM

Mario Party 4 contains lots of new game boards, minigames and other surprises. It also packs in a piñata's worth of crazy new board tricks, treats and traps that make the latest bash the most unpredictable and devious ever!

Feeling Lucky?



Nothing's worse than when one player hoards coins and dominates the board. Mario Party 4 helps all players get rich quickly with the Lottery Game—if you pass by the spot, you'll have a chance to win big!

Comeback Kings



Mario Party 4 creates reversals of fortune with surprises like the Lucky Mini-Game, which multiplies minigame booty, and the Last Five Turns Event, which mucks with board rules and makes chaos.

Share the Wealth



MP4 plays havoc with players' wealth with new board twists, such as Fortune Spaces. If a player lands on one, he or she will play pinball to determine which player will be robbed and which will benefit.

Fab Party Favors



The latest version of Mario Party has an all-new bag of tricks that you can buy. Boo's Crystal Ball, for instance, conjures a Boo that will steal coins or a star from another player—wicked!

SUPERSIZE THE PARTY!

Mario Party 4 stands head and shoulders above previous parties thanks to the new Mini and Mega size system. By using one of several new mushrooms, players can become either giant or tiny on the game board—a wide range of crazy results ensue.

Mega Madness



After using a Mega Mushroom, a player grows huge, rolls two Dice Blocks and steals 10 coins from each player he or she stomps along the way.

Big Downside



Using a Mega Mushroom—or a Super Mega Mushroom to roll three Dice Blocks—has its problems. You'll stomp past important board events.

Mini Bypass



After using a Mini Mushroom, a player shrinks, moves fewer spaces per turn—only one to five—and can squeeze by pipes that block passages.

Mini-Mini Games



A big benefit of using the Mini Mushroom is that it allows you to enter the Mini-Mini Games on each board, which can bring sudden riches.

NEW BOARDS 4 THE GCN

Mario Party 4 has five new boards, each hosted by a character from Mario's world. If you play Story Mode, all of the hosts will have birthday presents for your character. But you need to beat each of their boards—and a "boss minigame"—to earn each gift.

Goomba's Greedy Gala



Difficulty ★★

The shrimpy Goomba has created a casino-themed board, which is one of the more difficult areas. The toughest element is getting to the part of the board you're trying to reach. Stock up on Mini Mushrooms to get more precise control of your traveling.

Grease the Roulette Goomba's Palm



A roulette wheel stands at the heart of the action. When you approach it from the bottom, the Goomba will spin the wheel to determine where you'll be placed. Control your own directional destiny by bribing the Goomba.

Back to Start?



If you pass a Dice Duel spot on the board, you'll need to roll a higher number than Goomba to avoid being sent back to the start.

On the Fast Track



At the top of the board, if you land on Happening Spaces—those with a question mark—you'll ride down the betting table to the far side.

Goomba's Chip Flip



If you beat your competitors in Story Mode, you'll face off against Goomba in a "boss minigame." In Goomba's Chip Flip, you'll take turns Ground-Pounding chips to reveal the values on their other sides. The first to reach 50 points within the time limit wins.

Shy Guy's Jungle Jam



Difficulty ★

Shy Guy has built his game board on a jungle landscape that's got more twists and treacherous turns than an Indiana Jones flick. Fortunately, there are lots of fun ways to travel across the board, so you can maneuver where you want with ease.

Wish Way to Go?



If you land on one of the Happening Spaces that borders a Shy Guy Well spot, you must select either a fun or sad wish. Your choice determines whether you will pass without effect or the spirit will remove the river bridges for a short time. There's no way to know which wish is which, so choose one and hope for the best!

Vulture Ride NP



If you pass a peak when the vulture is there, you can ride it to the other peak—and nab coins along the way.

Big Score for Mini



If you're minizied when you pass the tree, you can play the Treasure Tree minigame to win a prize.

Archaeologuess Match



If you beat all of the other players on the main board, you'll battle Shy Guy in a minigame. You'll stand before five rapidly spinning shapes and have to select the one shape that's different from the others. Do it three times before Shy Guy does to win.

Boo's Haunted Bash



Difficulty ★★

When Boo throws a party, you know that the ghost will have more tricks than treats, and his game board is definitely a tricky one. Where his Red Ghosts float to changes the board movement flow considerably—wicked stuff!

Wicked Toggle



Every time a player lands on the Red Ghost spot, the effect is different. Nearby bridges vanish . . .

Spooky Express



. . . and a ghostly train appears. Or the bridges return and the train vanishes. The train's a fast way around the board.



Tiny Tickles the Ivory



If you're minisized when you pass the piano, you can play the instrument's Mini Mini-Game. You must push a series of Controller buttons successfully to earn a wealth of coins for your melody.

Mystic Match-Em



After you beat all the other players in the main game, you must beat Boo in his minigame. In the game, the first player to have three matching cards in his or her hand is the winner. Both players continue discarding cards to acquire new ones—until one player gets a triple match.

Toad's Midway Madness



Difficulty ★

For his amusement, Toad has placed his game in the middle of a carnival, where rides both hinder and help players. The roller coaster can sweep players off their feet, but the board offers plenty of easy, diverting pathways to get back on track.

Tea for Two Paths



The teacup ride will drop you on one of two paths. The path will change after someone rides the teacups.

Roll with the Coaster



By landing on the Happening Space at either end of the coaster track, you can hop on the ride to collect coins.

Mini Gets Merry



If you're minisized when you pass the merry-go-round, you can play the Merry-Go-Game, a roulette-style game. You can win one of several prizes.

Bowser Bob

The "boss minigame" that you'll play against Toad if you beat the other players is a variation of the classic whack-a-mole arcade game. In Bowser Bob, however, you race around a room as drawers open and close, hitting Koopa Kids and Bowsers that pop out. Score more than Toad to win his birthday gift.

Koopa's Seaside Soiree



Difficulty ★★

Koopa's is one of the hardest boards because of the long stretches that players must travel across to find junctions. In addition, the Koopa Cabana robs players constantly. Bypass both by generously using Mega Mushrooms.

Dolphin Shortcuts



If you land on a Happening Space next to a fruit-marked platform, you'll ride a dolphin to the matching platform.

Banana Splits



You'll slip when you enter Ukiki's Banana Peel Junction. Your fall will determine your direction.



Resort Robbery



As you pass the cabana, you'll likely hit a spot that will cause you to lose coins. Avoid it by going mega-sized before you approach.

Kareening Koopas



In Koopa's minigame, you must beat your opponent at a game set on two tilting tables. Tilt your table so that three shells fall into three holes. Finish three tables before Koopa to beat him and win your present.

40 WAYS TO PARTY

The more you play, the more minigames you'll unlock—for a total that's higher than the 40 listed below. With MP4's minigames powered by the GCN party machine, the mayhem will blow you away!

Color Key to Minigames

 4 Players
 2 vs. 2 Players
1 vs. 3 Players
 Battle Mode

Avalanche!




Four players race down a ski slope and face obstacles as an avalanche bears down on them.

Blame It on the Crane



One player controls a crane; the others are trapped inside rolling balls. The crane operator must collect every players ball to win.

Bob-omb Breakers



As debris of various shapes plummets into a heap, each player races to make the most matches.

Booksquirm




The free-for-all places four players in a book with falling pages. Players must race to find holes—or get crushed.

Bowser's Bigger Blast



Which trigger detonates the explosive Bowser head? Players must choose and hope that it's not the right one.

Butterfly Blitz



Each player scampers around an arena, attempting to catch the most valuable bunch of butterflies with a net.

Candlelight Flight



One player holds a candle while the others use squirt guns to try to douse the flame until it completely goes out.

Chain Chomp Fever



Four players battle to be the last one standing as a Chain Chomp bounds around a fiery arena. Avoid lava cracks.

Cheep Cheep Sweep



Two teams hurry to gather the most valuable catch of Cheep Cheeps with fishing nets before time runs out.

Cliffhangers



Each team has two players tethered to each other. They race to be first to the top of a cliff besieged by a blizzard.

Domination



Each player must press the A Button repeatedly to set up more Whomp dominoes than anyone else.

Dungeon Duos



Two teams race to be first out of the dungeon. Players on each team alternate responsibility for beating obstacles.

Fish 'n' Drips



One player races a team to fill a tank. Both parties must finish a button combo, but the solo player mashes buttons alone.

GOOOOOOOAL!!



The solo player must defend a soccer goal from the players on the other team, which has a time limit to score 10 goals.

Hide and Go BOOM!



The team players each hide in one of four cannons. If the solo player fires three cannons and a player is left hiding, the team wins.

Hop or Pop



The solo player rolls around an arena in a spiked ball, trying to beat the team by popping its members' balloons.

Long Claw of the Law



Characters appear behind hatches that open and close. Players must score the most hits against a specific target.

Makin' Waves



Three players on a team Ground-Pound their rafts, making big waves. The solo player wins if he keeps his balance.

Manta Rings



Each player tries to gather the most rings in an underwater course. The manta's golden rings are worth the most.

Mario Medley



At a swimming competition, each player must swim three lengths of the pool. Button combos make you complete laps.

Mario Speedwagons



Four players hop into dragsters and shift up as quickly as possible to reach the finish line before the other racers.

Money Belts



A solo player competes with a team to collect the most coins that're coming down a belt. The solo player gets first dibs.

Mr. Blizzard's Brigade



Players must avoid snowballs hurled by Blizzards—and the slippery ice doesn't make it any easier!

Order Up



Toad calls out a series of food orders, and two teams compete to uncover each snackable dish first.

Pair-a-sailing



One player from each team steers and accelerates a boat, while the other floats back and forth to grab floating coins.

Paratrooper Plunge



In the freefall free-for-all, players glide through the sky grabbing as many coins as possible while enemies try to stop them.

Paths of Peril



Vertigo is the enemy in a race to be the first to complete a course composed of treacherously narrow paths.

Photo Finish



To nab first place, players must turn, twist and place all of the puzzle pieces before anyone else does.

Revers-a-Bomb



Both teams race to hit buttons to send corresponding Bob-ombs back to the other side of the field of play.

Right Oar Left?



The first team to row out of the cave wins first prize. Each player controls two oars, so the synching up is paramount!

Rumble Fishing



When fish nibble on players' hooks all at once, the first to jerk his or her pole back comes out ahead.

Slime Time



Each player grabs a Big Slime and mashes the A Button to stretch the gooey impediment and reach the middle first.

Stamp Out!



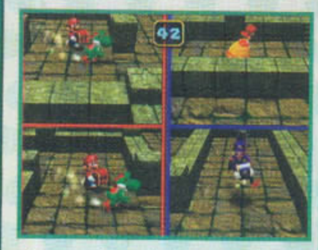
Be messy—the player to ink the most space on a blank sheet, using a bouncing rubber stamp, takes top honors.

Take a Breather



Players compete to hold their breath longest. The player who taps the L and R Buttons the most takes the deepest breath.

Team Treasure Trek



Teams plunge into a maze, and both team members must find a treasure chest to earn first place in the minigame.

The Great Deflate



Each team must deflate a Thwomp by executing Ground Pounds. Time your attack with your partner's to get ahead.

Three Throw



Four players try to score the most points from hoops before time runs out. Yellow hoops score more but are harder to get.

Toad's Quick Draw



Toad lifts a colored flag as balloons rise. The first to shoot the matching balloons wins a point. Three points win the game.

Trace Race



Using a massive crayon—and the Control Stick to guide it—players race to trace as much of a squiggly line as possible.

Tree Stomp



As the solo player runs around an arena, three teammates attempt to squash him with slow-moving stump vehicles.

BOWSER'S BASH

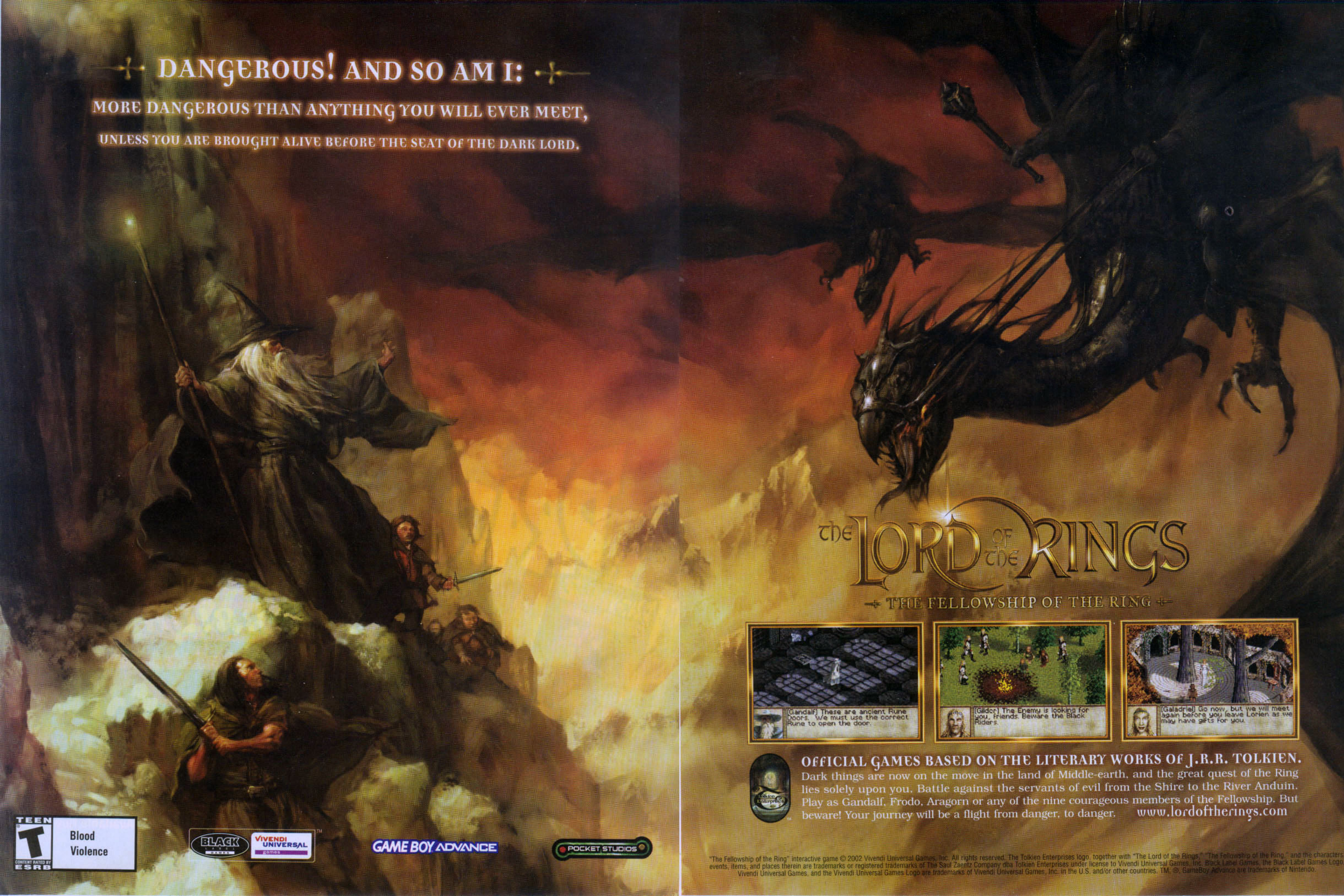
If you beat all five game boards with one character in Story Mode, you'll unlock a terrifying secret within Mario Party 4—Bowser's game board. If you beat your competitors, the villain will challenge you to a minigame that you just can't miss!



THAT'S THE TICKET

In addition to Story Mode—which heaps on challenge of trying to beat all of the game boards with every character—MP4 has lots more minigames and game modes to keep the party going strong for a long time to come. It's an exclusive event, only on the GCN, and you're invited!





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THE FELLOWSHIP OF THE RING
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[Gildor] The Enemy is looking for you, friends. Beware the Black Riders.
[Galadriel] Go now, but we will meet again before you leave Lorien as we may have gifts for you.
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STAR WARS BOUNTY HUNTER

LUCASARTS EXPLORES THE DARK SIDE

When *Star Wars* fans have asked the game developers at LucasArts "Why don't you make a Boba Fett game?" the standard response has long been a shrug and an apology. With the late November release of *Star Wars* Bounty Hunter on the horizon, however, the developers can give the same response that fan-favorite Fett offered when Darth Vader ordered him to track down the *Millennium Falcon* in *The Empire Strikes Back*: "As you wish."

While *Star Wars* Bounty Hunter isn't technically a "Boba Fett game," it does feature Boba's clone father, Jango Fett, in a story that centers on the selection of the jetpack-wearing, dual-blaster-wielding mercenary as the model for the clone army. Project director Jon Knoles considers the father to be an even more compelling character than the son because of Jango's quest to create a legacy and his important role in the saga's Clone Wars. Jango's story is one without traditional heroes, and it is played out in what Knoles calls "the darkest corner of *Star Wars* that we've ever taken people to." It is the third-person adventure for *Star Wars* fans who consider darker material, such as *Empire* and *Attack of the Clones*, their favorite films in the series. "There aren't any Ewoks in this adventure," says Knoles, "except for the ones with a price on their heads."

STAR WARS WITH ATTITUDE

The first thing that Knoles shows visitors to the Bounty Hunter team's San Rafael, California, office is "the wall of art," a large collection of concept illustrations that are laid out over the chronology of the game's 18 long levels. Some of the characters, such as crime lord Jabba the Hutt, and locations, such as Coruscant, are old standbys from the *Star Wars* universe. The game has scads of additions to *Star Wars* lore, too, including dangerous, new species and grimy space outposts at the edge of the universe.

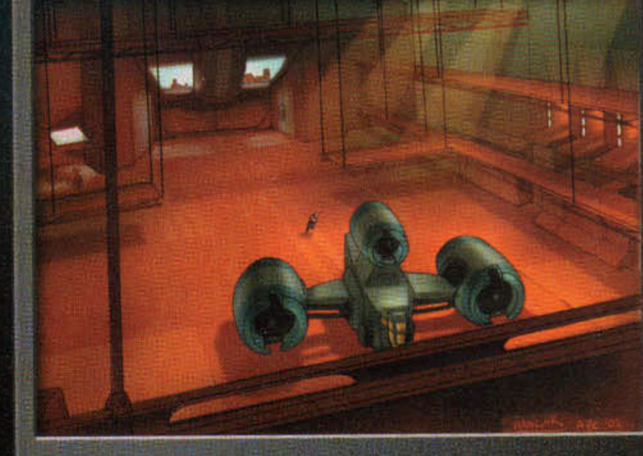
The story takes place immediately after the events of *The Phantom Menace*. It begins with Count Dooku convincing Darth Sidious that he can, in one masterful stroke, do away with banished Jedi Komari Vosa, leader of the Death Stick-dealing Bando Gora cult, and find a warrior worthy of being the blueprint for the clone army. Enter Jango Fett. The bounty hunter, and others of his ilk, are commissioned to journey to the heavily guarded Bando Gora hideout and hunt down Vosa. The warrior who collars the criminal will live in infamy as the "father" of the clones.

Knoles likens the story to Captain Willard's quest to meet Colonel Kurtz in *Apocalypse Now*. Along the way, Jango begins to realize his own mortality and the seed is planted for his wanting a son, Boba. "Jango's not a hero," says Knoles, "but he does follow the hero's quest." The story also reveals how Jango acquires his trademark ship, the *Slave 1* (he steals it, of course) and how he comes to partner with changeling Zam Wessel (who meets her end in *Attack of the Clones*).

Enter the adventurer! Jango Fett embarks on a quest to prove himself to be the ultimate bounty hunter.



Shades of *Return of the Jedi*? If you're not careful, Jango could suffer the same fate as his son.



EVOLUTION OF AN ADVENTURE

Over the last decade, Knoles has worked on more than a dozen *Star Wars* games. Most recently, he was the co-project leader and game designer of *Star Wars*: Episode I: Racer and *Star Wars*: Shadows of the Empire. When LucasArts President Simon Jeffrey asked Knoles to head an *Episode II* game project in early 2000, Knoles read the movie script and saw an interesting "antihero" in Jango Fett. Since Jango is unsuccessful in his *Episode II* quest, Knoles says, "We couldn't make a play-the-movie game." Instead, the team decided to set the game 10 years before the time of the film and address some of the mysteries surrounding the Mandalorian warrior. As they developed Jango Fett's background, they were able to incorporate some of the discarded legends that were once attributed to Boba Fett. They ended up with enough material to pack *Star Wars* Bounty Hunter with adventures and supply stories for the recent Dark Horse Comics miniseries *Star Wars*: Jango Fett—Open Seasons.



SETTING THE SCENES



Obi-Wan Kenobi could have been describing the world of *Star Wars* Bounty Hunter when he said, "You won't ever find a more wretched hive of scum and villainy." It is grimy, dangerous and full of aliens who are armed to the gills. Lead artist Ian Milham's approach to the game takes *Star Wars* into dark, seedy environs with a look that he calls "less photo realistic and more in the style of a graphic novel." At the beginning of the development process, Milham drew a color bar along the game's time line. It started with warm, inviting reds and oranges and graduated to colder blues and greens to mark Jango's epic journey to the hopelessly cruel land of the Bando Gora. The color scheme gets a jolt of brightness in the severe desert world of Tatooine toward the end of the story, but, generally, the game darkens steadily all the way to its creepy finale.



BE THE BOUNTY HUNTER

There's a reason that *Star Wars* fans have been clamoring to play a Fett family game for years—Jango and Boba are cool characters. That's why the game employs a third-person perspective, rather than one shown from the eyes of the bounty hunter. The developers wanted to make sure that players could see the character's athletic moves and flying grace. "He's shiny, with a jetpack," says Milham. "It would be a shame if you couldn't see him."

Producer Joe Brisbois says that it was important for Jango to have the same types of moves that you would expect to see from the star of an action movie. Jango can run, jump, flip and fly. He can even hang from a ledge with one hand and fire on enemies with a weapon he's holding in his other hand. In one of the Tatooine levels, Jango shifts into full movie-star mode by throwing his helmet and jetpack to the ground and challenging his bounty (Longo Two Guns) to an old-fashioned Wild West shootout. Brisbois calls the game-playing experience "the fantasy fulfillment of being Jango Fett"—it plays the fantasy to its limits.

The camera control (similar to that of Super Mario Sunshine) gives the character free-flowing movement and the ability to take evasive action quickly when he is fired upon. He automatically aims at enemies that are within a certain range and can fire at two enemies at once with his dual blasters. When the player locks on to a target, the controls switch to a target scheme that makes it easier to concentrate on fighting that particular enemy.

Jango isn't asked to solve standard adventure game puzzles. After all, there's no need to find the key to a door when you can cut it out with a Gauntlet Cutting Laser and kick it open. Instead, the challenge comes from navigating the environment, developing combat moves and identifying targets. Jango's arsenal includes a jetpack-mounted missile, a flamethrower and a whipcord—useful for taking in bounties alive.



Flying at a rate of 10 meters per second, the hunter can approach his prey quickly.



Among Jango's powerful weapons is a missile. He'll fire it, then paint the target.



Dual blasters give Jango the ability to target more than one enemy at a time.



There's nothing like an airborne approach to surprise large groups of enemies.



In addition to the primary bounties that drive the story, Jango can go after five to 15 secondary bounties per level.



Much of the challenge of the game is in approaching targets and getting in a round of good, clean shots.

ADDING CHARACTER

More than 100 unique characters populate the six worlds of *Star Wars* Bounty Hunter. They include Rozatta, a Toydarian (like Watto from *Episodes I & II*) who cautions Jango not to dive headfirst into dangerous situations, and Montross, a rival bounty hunter. "Montross weaves in and out of the game like a phantom boss," says Knoles. Every battle with the rival is different and more challenging than the last.

Then there is Komari Vosa, the former Jedi and apprentice to Count Dooku, who became a threat after she was kidnapped by a rogue cult and rose to lead them. Artist Milham thinks of her as "a female version of Anakin, without the family ties," while Knoles draws more parallels to Roy Batty, the replicant on the run in *Blade Runner*. Knoles was inspired by a concept sketch for a proposed *Episode II* character who didn't end up in the film. He saw a younger female villain as an interesting break from the "Christopher Lee types"—the middle-aged British men who dominate the top tiers of villainy in the *Star Wars* saga. One of several questions that the game developers asked *Star Wars* creator George Lucas was if it would be OK to create a character with a red lightsaber beam (reserved only for very special Jedi). He said yes.

MAKING MOVIES

Star Wars Bounty Hunter marks the first-ever collaboration between LucasArts and sister companies Industrial Light & Magic (ILM) and Skywalker Sound. Some of the same computer graphics artists at ILM who worked on the effects for *Episode II* contributed to the 30 minutes of CG cinematics in Bounty Hunter. The movies act as introductions to each of the game's chapters, setting up the story and giving the game a distinctive *Star Wars* flair. To make sure that they captured the right camera angles and timing, the game developers worked with an ILM director to create live-action films of each scene before the four-month animation and cinematics process began. Members of the development team played each part in the for-production-purposes-only films. In fact, Producer Brisbois still has the Mandalorian blast helmet that he wore when, for a short time, he was Jango Fett.

SOUNDS LIKE *STAR WARS*

While members of the development team played the parts of Jango and company in the video that mapped out the shots for the animators, they left the final acting work to professionals. Temuera Morrison, the actor who played Jango in *Episode II* lent his voice to the character in Bounty Hunter, and Leanna Udalsman repeated her role as Zam Wessel. Character actor Clancy Brown, who Knoles calls "a great heavy," plays the part of Montross. Brown voiced Dr. Neo Cortex in the Crash Bandicoot game series and was the voice of Lex Luthor in the recent "Justice League" cartoon series. Rozatta is played by legendary voice actress Lucille Bliss, who has voiced, among many other characters, Smurfette in "The Smurfs." The music for the game also has a distinctive *Star Wars* sound. Much of the music was taken from the original John Williams score for *Episode II*, while Jeremy Soule, who is quickly becoming the John Williams of the video game industry, composed additional music. Soule also composed the Williams-inspired score for the upcoming Harry Potter and the Chamber of Secrets game.











PILOT JANGO'S SHIP



If you can't wait for *Star Wars Bounty Hunter* to be Jango Fett, you can pilot Fett's ship in *Star Wars* Rogue Squadron II: Rogue Leader. Check out Classified Information (page 93) for a new code that gives you control over Jango's version of the infamous *Slave 1*.

ADVENTURE ON A LARGE SCALE

With all of its amazing visuals, great cinematics and wonderful music, *Star Wars* Bounty Hunter has required the efforts of more than 100 people over the course of its two-year development. Its story, which focuses on the universe's seldom-seen gritty underbelly, is steeped in *Star Wars* lore. Fans who are still waiting for that pure Boba Fett action game should take heart. Its creators named the game *Star Wars* Bounty Hunter, instead of *Star Wars* Jango Fett, to pave the way for a possible sequel—starring another popular character who trolls the dark side.



EVEN WHEN YOU'RE NOT PLAYING IT, YOU'RE PLAYING IT.
Scott, Wal-Mart Customer
Everybody has to stop to eat sometime. But even as your body refuels, your favorite game plays on in your mind, an omen of the fun you'll have the next glorious moment you can get the controller in your hands. You'll find game power like this in Nintendo GameCube,℠ now at Wal-Mart. We've got all the games you're hungry for and Every Day Low Prices that will have you coming back for seconds.
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STARFOX ADVENTURES

The adventures of Fox McCloud are much too expansive for a single strategy review. In the second installment of our Star Fox Adventures coverage, we make tracks for DarkIce Mines, Volcano Force Point Temple and beyond.

TEEN T CONTENT RATED BY ESRB — Mild Violence, Animated Blood

DARKICE MINES

When we last left Fox and his sidekick, Tricky, they were heading to DarkIce Mines to save the imprisoned SnowHorns and retrieve the first of four mystical SpellStones. Once you land in the DarkIce tunnels, choose a path to the surface and let Fox leap over the widening gaps.

MAP STRATEGY

All tips are numbered and color-coded. Each map is associated with a color. Match the tips to their map locations.

1 SAVE THE SNOWHORN

You'll find a shackled SnowHorn near a snow-blocked building. Use Tricky to dig a tunnel into the building, then fight a pair of SharpClaws for the Shackle Key. Use the key to unshackle the SnowHorn. She'll give you the Bridge Cog.





2 BUILD A BRIDGE

Climb down to the base of the waterfall, place the Bridge Cog in the mechanism on the wall and pull the lever. A bridge will extend and give you access to the other side of the river.



3 MAMMOTH APPETITE

You'll find a SnowHorn flanked by two SharpClaws. Defeat the attackers and talk to the ailing mammoth. He'll encourage Tricky to learn his Flame Command and ask you for two Alpine Roots.



ROOT OUT THE ROOTS

One of the Alpine Roots is in an ice-blocked building. Another one is in a cave, in the ravine. Use Tricky's Flame Command to melt frozen barriers and collect the roots.





Burn your way into a building in the SharpClaw compound, then light the campfire inside. The ice will break apart, giving you access to an underground passage where you will find a root. Next, jump into the ravine, go against the snowball flow and look for another root in an ice-covered cave.

4 CATCH A RIDE

After you feed the SnowHorn, climb to the top of the platform and press the A Button to mount the beast. Steer the mammoth to a gate and press A again to break through, into a SharpClaw fortress.



STORM THE FORTRESS

5 PATH TO POWER

A SharpClaw on a ledge will take aim at you with a cannon. Tell Tricky to melt a tunnel-blocking barrier, then climb and rocket your way up to a ledge and navigate a wood path to the cannon. Fight the enemy and take over the cannon.

6 CONTROL THE CANNON



After you take over the cannon, aim at the tunnel barricade that is marked with an "X", then fire on the five enemies in the compound. After all of the SharpClaws are gone, a Life-Force Door will disappear.

COLLECT THE COGS

You'll find two Bridge Cogs in the compound—in the cave that was protected by the Life-Force Door and in the SharpClaw building. A third cog is on the outskirts of the compound. Go through the formerly barricaded tunnel and explore.



Make your way through the tunnel that was blocked by the "X" barricade, climb up a snow-covered path and flame your way into an icy cave. You'll find a Bridge Cog inside.

7 COMPLETE THE MACHINE

Place the three Bridge Cogs in the mechanism that you found on your way to the cannon, then pull the lever. A bridge will extend across the ravine and give you access to a snow-blocked cave.

FIRE AND FIND

8 COLLECT THE INSTRUMENT

After you follow Tricky into the cave, you'll find a furnace with four openings. Fire Blast a switch on the wall to start a timer, then light all four fires. A door will open, and give you a magical path, over a wide gap, to the Dinosaur Horn.



9 BLOW YOUR HORN

Return to the snow-covered path, where you found the remote Bridge Cog, and use the Dinosaur Horn on a Dino Horn Pad. A SnowHorn will come to take you through the storm.

DARKICE MINES MAP

All DarkIce Mines strategy tips are colored red.

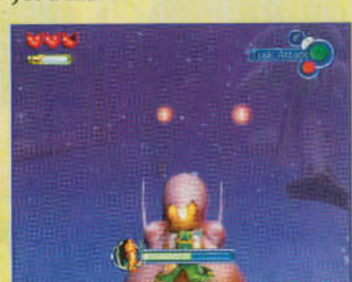
BRIDGE COG

ALPINE ROOT

START

10 BLIZZARD RUN

Only a SnowHorn can take you through the blizzard to the SharpClaw-protected mines. Guide the mammoth through blinding snow, following the path of Alpine Roots, to an area marked by two torches. Tricky will disappear. Use the SnowHorn to break a barricade, then enter the cave, fight SharpClaws and take off on a Jet Bike.



PRISON ESCAPE

11 COLLECT A KEY

Following your Jet Bike ride, you'll end up in a lava-filled cave. Rocket up to an alcove and crawl through a hole to a conveyor. Fire-Blast a switch at the end of the conveyor to shut off a flame jet. You'll discover the silver Prison Cell Key.



12 TRICKY RESCUE

Prince Tricky is in a cell on the other side of a large lava pool. Follow a path to Tricky's cell, making your way around rotating flame jets, and use the silver key to spring the prince from prison.





13 GET THE GOLD KEY

Defeat all three SharpClaws in the main mine area to make a Life-Force Door disappear, then use Tricky to melt an ice barrier. You'll enter a cave that contains the gold Prison Cell Key. Use it to free Belina Te.



14 CROSS THE COLD WATER





After Belina Te leaves her cell, have Tricky dig a path to a new section of the mines. When you reach the flooded ice cave, fire at three green icicles to make them fall into the water, then use them as platforms. Hop to a switch to start the water flowing above. Follow the path to the top of the waterfall, jump across moving ice floes to an ice block on a ledge and push the block into the water. Hop onto the block to cross to the other side.

SWITCHES AND BRIDGES

15 BRING UP THE BARREL

Climb a ladder up to a spiral path. Grab a Fuel Barrel and make your way up the path, seeking safe spots. Set the barrel on a pad after you clear the rolling-barrel area, then climb up and hit a switch to activate a device that will carry the barrel up to your level.



16 OPEN UP A HOLE, HIT A SWITCH





After you transport the barrel to the high platform, pick it up, blow open a weak wall and hit a switch, at callout 16 on the map, to trigger a bridge.

17 X MARKS THE SPOTS

Cross the new bridge to reach a path the leads to a new switch. The switch will trigger another bridge, giving you a clear path to the SharpClaw cannon. Climb up to the device, defeat a SharpClaw and train the cannon on two barriers that are each marked with an X.







Use the cannon to fire across the chasm. After you hit each X-marked barrier, one section of a two-part bridge will rise from the lava below.

BOSS GALDON

After you cross the lava bridge and warp to the boss room, use Tricky's flame to melt the big, frozen beast. The boss will swallow the SpellStone and challenge you to a fight.





Tricky can distract the boss. Tell your sidekick to stay in front of the creature while you work your way to the other side and attack the tail. After the beast swallows you whole, hit the hanging object that holds the SpellStone. The boss will spit you out into the arena and expose a weak spot on his chest. Hit the spot with Fire Blaster shots when the creature's arms are open. A few direct hits will cause the creature to swallow you again. Hit the hanging SpellStone once more to defeat the beast.

THORNTAIL HOLLOW

TORCH TROUBLE

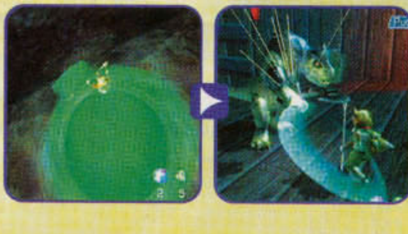
When you return to ThornTail Hollow, you'll discover that SharpClaws have extinguished the area's three beacons. You must collect Fire Weeds from the flaming tree and use them (along with Tricky's flame) to restore the light. You'll find one beacon near the queen's home, another near the WarpStone and yet another in a tunnel behind the Arwing.



The most remote of the area's beacons is in a cave, near the Arwing. Jump from ledge to ledge along the hollow's south wall. You'll reach a switch in the southwest corner. Hit it to open the gate that blocks the cave.

PASS TO THE POINT

Your reward for lighting the beacons is the Moon Pass Key. The pass leads to Volcano Force Point Temple. Run downhill from the ancient well and use a Bomb Spore to blast a hole in a wall. Enter the cave and hop on piston-like pillars to cross a poison-air wind tunnel and reach the pass.



When you enter the pass proper, you'll have to deal with a barrage of barrels. Zigzag through the mess, picking up a Fuel Cell along the way, and open the gate at the top of the pass with the Moon Pass Key. Defeat two tough SharpClaws on the other side to make a blocking Life-Force Door disappear.

VOLCANO FORCE POINT TEMPLE

ENTER THE TEMPLE

18 OVER, DOWN AND AROUND

On your way to the temple's main entrance, you'll hop across three moving platforms then enter an area where you'll find a flame-producing hole. Wait for the flame to go out, then drop into the hole. Follow the path up a dangerous conveyor, cross over a wide gap and climb a wall. You're almost there.





19 OPEN THE DOOR

After you use the SpellStone to roll away a gate, you'll reach a locked door, with orbs on either side. Line up Fire Blaster shots so they go through the color-changing flames and hit the orbs when the colors match.



20 HAVE A BLAST

After you destroy a Life-Force Door by defeating four SharpClaw guards, tell Tricky to light two platform-producing furnaces. Then climb up a ladder and make your way to a staff upgrade.





After you run along the ledge and hop across moving platforms, you'll find a short hall that leads to a staff upgrade room, marked 20 on the map. Collect the freezing Ice Blast.

21 FREEZE THE FLAMES

Once you emerge from the upgrade cave, use the Ice Blast to extinguish four red flames along the ledge. An elevator will appear on the floor of the chamber. Take it down to another large chamber.



22 SPELLSTONE POWER



When you place the SpellStone in a SpellStone-shaped hole that is located near the center of the room, a portal will unlock. Extinguish a blocking flame on your way to the portal. Take an elevator up to another level and extinguish four flames on a ledge to unlock another portal.

VOLCANO FORCE POINT TEMPLE MAP

Volcano Force Point Temple tips are green.

From Moon Mountain Pass

23 CROSS THE LAVA

Fight a group of SharpClaws, then jump on two moving platforms to get across a lava pool. Turn and hit switches on the platforms to stop them from sliding. When Tricky catches up, have him light a portal-unlocking fire.

THE SPELLSTONE'S HOME



You'll warp to a room in the center of the temple. Put the SpellStone in one of two SpellStone-shaped holes. When the SpellStone is finally in place, you will warp to the temple's main entrance automatically. Work your way back from there to Moon Mountain Pass.

MOON MOUNTAIN PASS

EXPLORE THE PASS

24 GET THE GROUND QUAKE

When you reach Moon Mountain Pass, a Krazoa Spirit will tell you about Krystal's capture and that you'll have to search for more spirits. Before he disappears, he will open a tunnel that leads to the Ground Quake staff upgrade. Use the new power to defeat Kalda Choms and collect MoonSeeds.



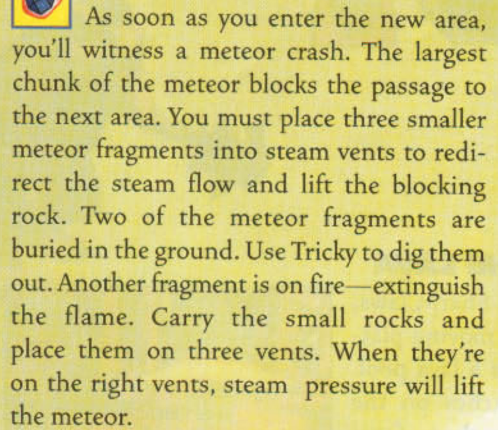


25 MOONSEED MADNESS



You'll find many MoonSeeds and MoonSeed Planting Patches in the Moon Mountain Pass area. Plant the seeds, then use Tricky's flame to produce climbing vines. Explore the immediate area, defeat Kalda Choms for MoonSeeds and make your way to a Bomb Spore Planting Patch (number 25 on the map). Plant a spore and blast it to clear a path.

LIFT THE ROCK

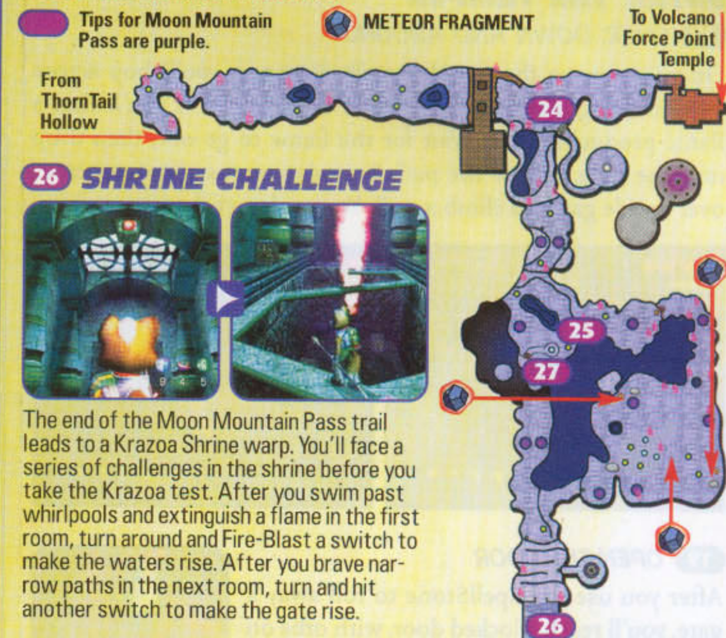


As soon as you enter the new area, you'll witness a meteor crash. The largest chunk of the meteor blocks the passage to the next area. You must place three smaller meteor fragments into steam vents to redirect the steam flow and lift the blocking rock. Two of the meteor fragments are buried in the ground. Use Tricky to dig them out. Another fragment is on fire—extinguish the flame. Carry the small rocks and place them on three vents. When they're on the right vents, steam pressure will lift the meteor.





MOON MOUNTAIN PASS MAP



26 SHRINE CHALLENGE

The end of the Moon Mountain Pass trail leads to a Krazoa Shrine warp. You'll face a series of challenges in the shrine before you take the Krazoa test. After you swim past whirlpools and extinguish a flame in the first room, turn around and Fire-Blast a switch to make the waters rise. After you brave narrow paths in the next room, turn and hit another switch to make the gate rise.

KRAZOA TEST OF COMBAT



The Krazoa Spirit at the heart of the shrine will give you three minutes and thirty seconds to defeat a huge group of SharpClaw guards. Use your staff and your staff upgrades to defeat the beasts. The Ice Blast freezes them, and the Ground Quake knocks them off their feet.

27 LEAVING MOON MOUNTAIN PASS

You'll find that the only way out of the pass is over a very wide gap. Toss a Fuel Barrel through a wind lift and onto a plateau. Then follow the barrel across the gap and toss it again to destroy a weak wall.

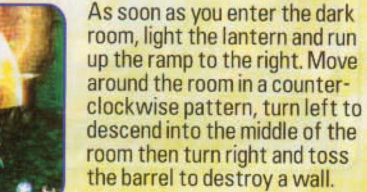


KRAZOA PALACE

A BIG FIGHT AND DARKNESS

After the WarpStone sends you to Krazoa Palace, fight four SharpClaws to open a Life-Force Door. Then collect some FireFlies and carry a Fuel Barrel into the dark holding area.





As soon as you enter the dark room, light the lantern and run up the ramp to the right. Move around the room in a counterclockwise pattern, turn left to descend into the middle of the room then turn right and toss the barrel to destroy a wall.

BARRELS AND BLASTERS

Fire on a switch to make two flame jets start moving in opposite directions, then carry a barrel past the jets to break through a wall. In the next room, line up shots through color-matching flames to hit two orbs, then destroy a flamethrowing machine with Fire Blaster shots. Next, retrieve a barrel from the previous room and use it to weigh down a door-opening pressure plate.



FLOAT TO THE TOP



Enter the huge, open chamber of the Krazoa Palace and use wind tunnels to reach the top floor. Explore the floor to find another wind tunnel that will lift you to the palace roof.

RELEASE THE SPIRIT



Fox will see Krystal for the first time when you lead him to the roof of the palace. After he breaks out of his trance, bring him to the right side of the roof structure and release the spirit. With the job complete, you will return to ThornTail Hollow and the WarpStone will give you the Medium Scarab Bag, which allows you to carry up to 100 Scarabs at once.

CAPE CLAW

CONTINUE TO THE CAPE



Your next stop is Cape Claw. Enter the tunnel located near the Arwing and make your way through LightFoot Village. Pay a 60-Scarab toll for admittance into a maze, then navigate your way through the upper levels of a well to the cape.

DINOSAUR DIALOGUE



You can either pay a BribeClaw 25 Scarabs for access to the large dinosaur in the water, or rocket up to the creature from a sand bar. When you reach him, he will ask you to retrieve his four Gold Bars, which are buried on four beaches.

GO FOR THE GOLD



After you talk to the dinosaur, return to the closest beach and have Tricky dig up a Gold Bar. Swim to two other beaches for more buried bars and burn through a prickly barrier to reach the most remote beach, where you will find a bar in shallow water.

FREE THE CLOUDRUNNER QUEEN



When you bring the gold back to the dinosaur, he will shake loose a ladder near the rock face. Climb up and hit a switch for access to a small chamber. Enter the chamber, push blocks to stop the flow of poisonous gas and climb a large block to get fresh air when you need it. When you emerge from the chamber, the Queen CloudRunner will be free.

CLOUDRUNNER FORTRESS

FLY TO THE FORTRESS

The Queen CloudRunner will meet you at her fortress. You'll need 10 Fuel Cells to penetrate the atmosphere with the Arwing.



A flight to CloudRunner Fortress requires that you fly through at least five Gold Rings—a challenge that will have you negotiating narrow tunnels and asteroid-filled fields.

28 RACE THROUGH THE RINGS



You'll discover that the main gate of CloudRunner Fortress is locked. Climb down to the water and swim to a platform that holds a pressure plate. When you apply pressure to the plate, several magic rings will appear and a 30-second timer will start. If you can run through all of the rings in time, you'll gain fortress access.

CLOUDRUNNER FORTRESS MAP



29 GENERAL TROUBLE

After you open the gates, run to the top of the spiral path, avoiding shots from hovering robots along the way, and climb down a ladder to a switch. Hit the switch and climb back up to the path. Enter an open passage to a courtyard where you will find General Scales. He'll take you prisoner.

30 CONTACT THE CREW




After you push a block to escape from your cell, you'll get a message from Slippy. He needs you to blow a hole in the ceiling for a better radio connection. Slip past a guard by walking on the right side of the cage-filled room, then place a Fuel Barrel onto a vent and trigger a wind tunnel to make the barrel rise. It will detonate and create an opening. Slippy will give you the SharpClaw disguise.

31 POWER PLAY



Use the disguise to fool a prison guard, then retrieve your staff and save some prisoners. One of the prisoners, Gradabug, will give you the Power Room Key and ask you to restore power with the Light Gems.

GEM JOURNEY

Climb to the courtyard while wearing your disguise to keep the hovering 'bots from firing at you. You'll find three buttons in the center of the yard. Each one will open a gate to a different Light Gem for a short period. Run and gather the rocks.




Break a crate to reveal a switch, then hit the switch to drop a ladder. Climb up and extinguish two flames. Next, push the left button in the middle of the courtyard and run to the green Light Gem.



The red Light Gem is above the courtyard. Hit the middle button, climb a tall pile of crates to the next level and run clockwise around the courtyard to the gem.



Before you run for the blue Light Gem, use the Ice Blast to extinguish a flame that blocks a small alcove. Press the right button, run into the alcove and rocket up to the prize.

32 TURN ON THE POWER

With three Light Gems and the Power Room Key in your possession, move on to the Power Room and bring energy back to the wind lifts so you can explore more of the fortress.

33 GET TO THE QUEEN CLOUDRUNNER

Return to the area where you found the blue Light Gem. The activated wind lift will take you to the upper deck. Fight off a group of SharpClaws, then use the SharpClaw disguise to open a gate to the dock area. There, you will find another group of angry guards.




After you use the disguise to enter the dock area, defeat SharpClaws to make a Life-Force Door disappear. Put on the disguise again, carry a Fuel Barrel from one room to a pad in another room, climb a ladder and activate a barrel-carrying device. Pick up the barrel when it reaches its destination and use it to destroy a wall on the other side of a gap, marked "33" on the map.

34 SAVE THE QUEEN CLOUDRUNNER



You'll fall through flooring and float to a courtyard where the Queen CloudRunner is being held. Defeat the guards in the area and step on a pad while wearing the disguise to make a ladder drop. Climb up and hit switches on either side of the cage. You'll have to hop from the area near the queen's cage to a stack of crates to reach one of the switches.

After you hit the switches, the gate to the dock area will open. Cross over, collect a Fuel Barrel, then head back. Toss the barrel across the gap and use it to free the queen.

CALL THE CHILDREN

The queen will give you the CloudRunner Flute and ask you to save her four children. They are scattered throughout the fortress, each one watched by an increasing number of SharpClaws. Defeat the SharpClaws, then play the flute.



After you defeat each group of SharpClaws, wait for the CloudRunner kid to land, then play the flute to send the little dino on its way.

35 TREASURE ROOM RUN NP




The queen will open the door to the treasure room, where the SharpClaws keep the SpellStone. Toss a Fuel Barrel into the wind lift, then work your way down to, and through, the treasure room. Turn off the lift, pick up the barrel, carry it into a dark room and use it to destroy a weak wall in the next area. You will confront General Scales again and watch his SharpClaws take off with the treasure. Hop onto a Jet Bike and give chase. The second SpellStone is almost in your grasp!

PHANTASY STAR™ ONLINE
ファンタシースターオンライン
EPISODE I&II

Online and on Target!

Online gaming has always seemed like a far-off dream for dedicated Nintendo fans, but the dream is about to become a reality with Sega's Phantasy Star Online Episode I & II (or PSO, as the game is commonly known) for the Nintendo GameCube. Sporting both offline and online multiplayer capabilities, PSO will be the first game to harness the power of the Nintendo GameCube Broadband and Modem adapters. Open your eyes and get ready to leap into a world of fantastic weaponry, unbelievable monsters and fierce battles—the likes of which Nintendo-philes have never seen.







A Brief History of PSO

Phantasy Star was launched in 1988 as an offline RPG for the Sega Master System. It was quickly followed by five sequels, some of which were never released in the United States. (Fans interested in the early origins of the series should check out the Phantasy Star Collection, which is coming to the GBA before the end of 2002.) In December of 2000 the series made the jump online. The original PSO was available for PCs and the Sega Dreamcast, and the 2002 GCN version sports a number of improvements—including offline multiplayer play, an improved character construction system and important changes to the network itself.





Character Creation

The character creation system in PSO is so detailed that you could play the game for months and never run into a character quite like yours. There are three character classes to choose from—Hunter, Ranger and Force—and four subclasses within each category. (The Dreamcast version had only three classes per category.) Naturally, each class has strengths and weaknesses. Rangers, for example, are highly skilled with handguns and rifles, but they tend to have low attack stats. Forces, on the other hand, can use all manner of magic spells (known as techniques) but have low HP. Once you've selected a class, you can customize your character to your heart's delight by tinkering with body size, hair, headgear, facial expressions and plenty of wild PSO outfits.







Big-Time Blasters

PSO combat is in real time, so you'll need a quick trigger finger and lightning reflexes. Luckily, there is an almost endless supply of unique and powerful weaponry at your fingertips. Whether you're blasting an enemy with an Ice Rifle or laying into them with a Dim Saber, which steals HP while inflicting damage, there's a weapon that suits your style. You can win some of the rarest weapons only through exhaustive online game play—so players are sure to keep coming back for more.





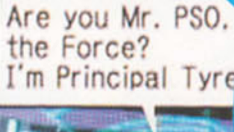
See the Sights

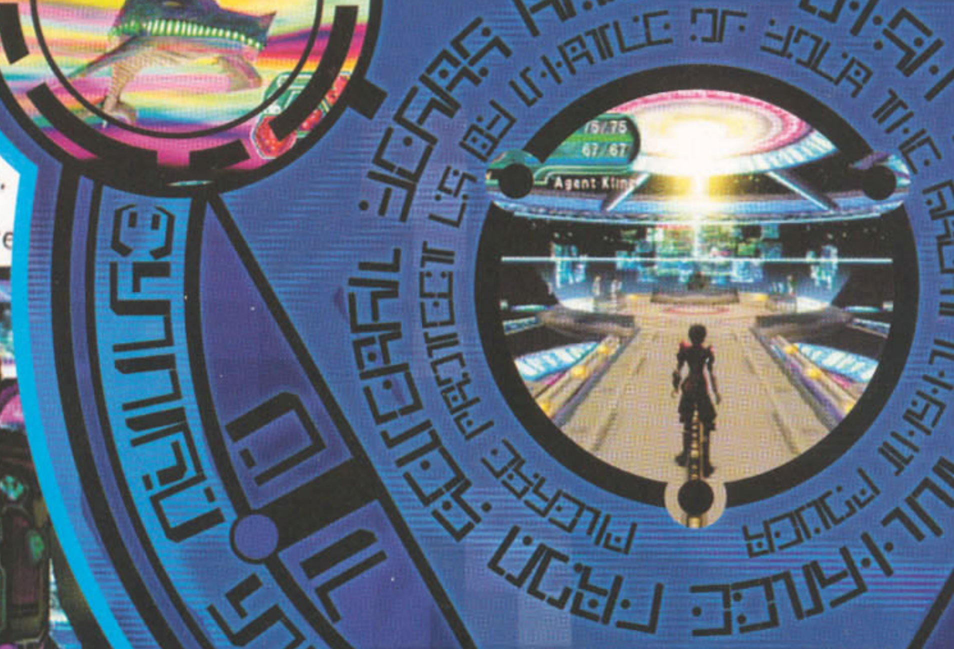
The "hub" of PSO is a massive spaceship called the *Pioneer II*, which houses merchants, hospitals and your guild. Online, the *Pioneer II* serves as a kind of lobby where players from all over the network can form parties, swap items or just shoot the breeze. Once you leave the *Pioneer II*, you'll encounter bizarre worlds of fire, ice, natural plant life and more. It's like having an entire planet in your GCN.











Offline Play



You wouldn't think that a game with "online" in the title would work offline, but Sega has a surprise in store. You can play and complete PSO offline—and any weapons, items or experience you gain offline will transfer to the online arena. It's a good way to learn about the world and the combat system, although you can't truly experience PSO until you're playing with new friends from around the country.

MAGs

Your MAG is a robot that hovers over your shoulder. Though it's weak at first, you can level it up by feeding it items—and a high-level MAG can be very useful in combat. If your MAG reaches a certain level, it may transform into another shape. MAGs in the Dreamcast version looked like Sega Saturns and other wacky items, so there's no telling what you could find on the GCN.

Multiple Multi Modes

There are two ways to enjoy multiplayer action in PSO. You can either go online, form a party and start exploring, or invite three friends over for an offline multiplayer fragfest. If a friend has already created a character, he or she can simply pop in a Memory Card and transfer the data to your game. At the end of the session, you can return the character to the original Memory Card—complete with whatever items and experience he or she has earned. One obvious advantage to online play is that each player gets his or her own television screen instead of having to share one screen. But you'll save time and effort by simply talking to a friend next to you rather than typing a message. No matter which way you choose to play, you're guaranteed to be both awed and challenged by the strange, new world that awaits.





The Online Skinny

Of course, none of this means much without an understanding of online play. PSO runs on a network operated by Sega. To get online, you will need to buy either a Modem Adapter or Broadband Adapter for your GCN. The modems will be available when PSO launches in late October, but you will need Internet access in your home (through either a dial-up connection, DSL or other service) to use them. PSO users will need to pay a nominal fee to Sega (currently fixed at $8.95 per month) to access the network. Sega is also finalizing plans to allow GCN users to download older Sega titles to their GBA—it's a fun perk of joining the online community. In addition, there are plans to release a GCN keyboard so players can type messages to each other as they play (though that is not official yet). Finally, Sega has made a number of changes to its network security so hackers won't be able to alter the world, as they did in the Dreamcast version. It all begins in October, so grab a modem and get ready to explore, fight, chat and commiserate with a whole world of new friends.

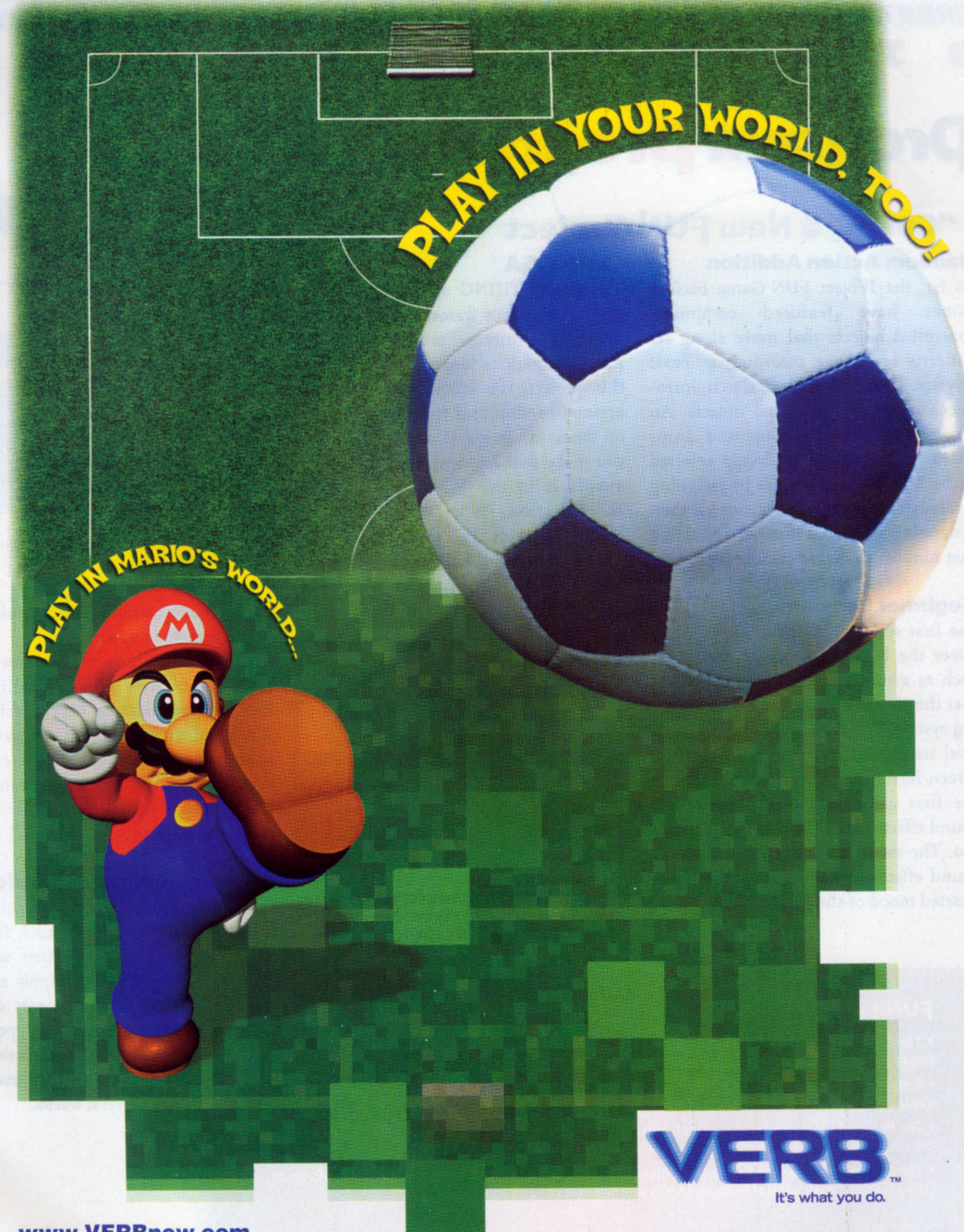









PHANTASY STAR™
ONLINE
ファンタシースターオンライン
EPISODE I&II
NINTENDO POWER
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Untitled - FunEditor
Project Resources Code View Help

FUNDAMENTALS

CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN

Program Progress

"Catch" a New FUN Project

Random Action Addition

So far, the Project FUN Game Factory games have featured computer-controlled objects that move along set patterns or behave according to basic physics. The latest project, Catch, introduces randomly generated objects. An object pops out of a plane and drops down one of three randomly selected paths. The decision is made by assigning a number to each path (1, 2 or 3), then generating a random number and using that number to determine the path.

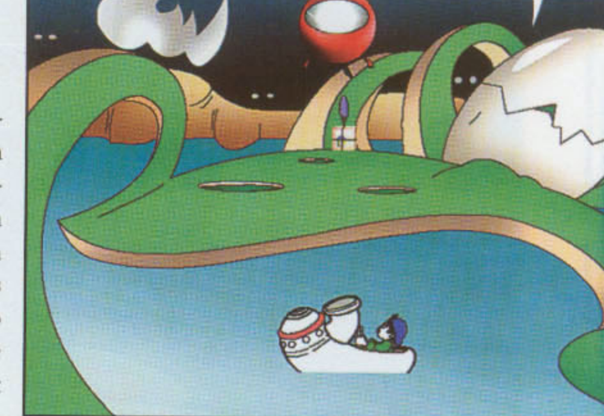
Beginner Sessions

The first series of Catch sessions introduces the basic elements of the game, such as a controllable character, objects that the character must catch and a scoring system. The sessions also establish a level structure that starts with the title screen/introduction level and flows into the first game play level. Music and sound effects play a big part in the game, too. The music track early on, then all sound effects to help capture the lighthearted mood of the game.

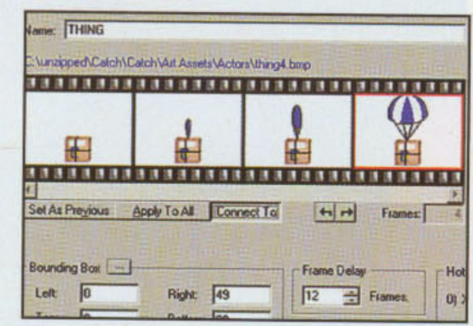
Catch Q&A

The game's THING animation set has four frames. In previous projects, multi-frame animations looped. In this project, the animation appears to stop and freezes on the fourth frame. How do you make that happen? The answer is in the "Connect To" selection. When you apply "Connect To" to the fourth frame, the animation will loop endlessly on that frame. If you applied it to the third frame, the animation would play the third and fourth frames in a loop.

The sound effects are set at a Minimum Play of 20%. Why? The Minimum Play feature dictates how much of a sound effect will play before another sound effect can play. In this case, at least 20% of the sound effect in question will play without any other sound effect interruption.



Catch for Beginners
Complete the Beginner sessions for the Catch project to create a simple, but fun, object-catching game.



Animation Connection
The Connect To button connects the end of the animation cycle to the selected frame. In this example, the fourth frame connects to itself.

Advanced/Expert Sessions

Upcoming Catch sessions will add new levels and new play mechanics. In fact, one of the Expert session additions will apply an element that was part of the FUN Ping Pong project. Look for the new sessions in the Game Factory over the next several weeks.

FUN Facts

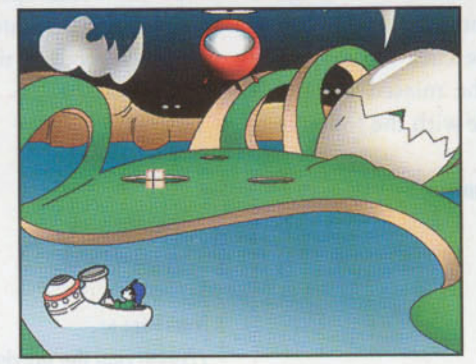
www.projectfun.digipen.edu

- The DigiPen Institute of Technology's Project FUN is an online club that gives members an opportunity to create video games on a personal computer.
- Nintendo Power subscribers can join Project FUN at a rate of $15 U.S. for an entire year. Details are available at DigiPen's website: www.projectfun.digipen.edu.
- The Project FUN Game Factory offers instructions and assets that give members the power to create games. A new assignment is introduced every month.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with helpful hints and bells and whistles.

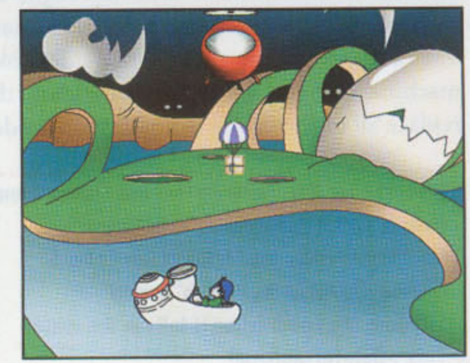
Bells & Whistles

Catch Additions

It's always fun to refine and add to your Project FUN games. This month, we provide two additions to the Catch project. One of the additions is a variation of the thing sprite—an item that you don't want to catch. The other addition changes the way the boat moves. Instead of stopping in three different places, it will slide freely across the bottom of the screen, like the paddle in the Break the Bricks game from last month.



Drop a Bomb
Create a new sprite that looks slightly different from the thing and make it decrease your score.

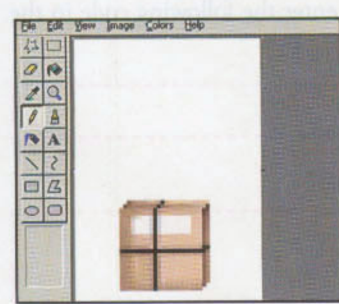


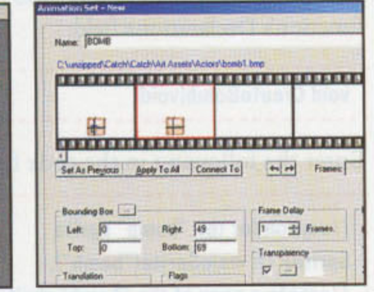
Re-move the Boat
Change the behavior of the boat so it moves smoothly along the bottom of the screen.

Boxes and Bombs

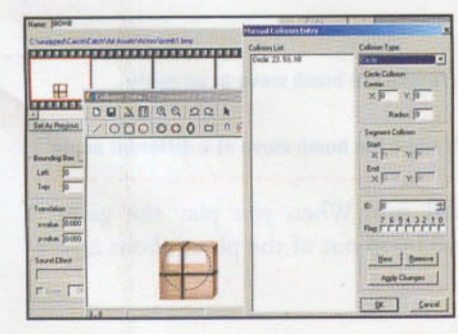
Step 1—Add an Actor

Your Catch game will be more challenging to play if there are objects to avoid along with the objects that you must catch. The first step in creating a new bomb object is to add an actor. Right-click the Actors node, select "Add..." and name the new actor "BOMB." Then right-click the BOMB node and select the "Add Animation Set..." option. Add a single frame of animation using the "thing1.bmp" art and double-click the frame to load it into your default paint program. Choose "Save As" and rename the file "bomb1.bmp." Then change the image to make it distinguishable from the thing1 frame. Save the image again and close the paint program. Next, add the bomb1.bmp as a new frame of your BOMB animation set and remove the thing1 frame. You'll be left with a single frame. Click on the "Collision Data" and manually add the same collision data that you used for the THING animation set: Circle, X: 23, Y: 53, Radius: 10.





Add a BOMB actor and animation set and add a frame, using thing1.bmp. Open it in your paint program and save it as "bomb1.bmp." Modify the art, save it and close it. Add a new frame, using the bomb1 art and remove the first frame.



Your new actor needs collision data. Use the same data that you used for the THING actor.

Step 2—Add a Sprite

Once you have a BOMB actor, you can use it to create a sprite. Right-click the Sprite node, under the Level 1 branch of the tree, and select "Add..." from it. Give the new sprite the following properties:

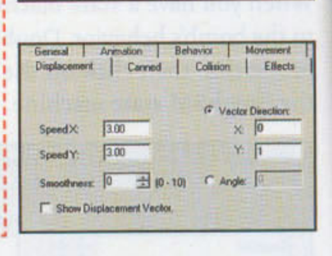
GENERAL
Name: bomb
Map: lake
Unused: check
zOrder: 2
Display List #: 1

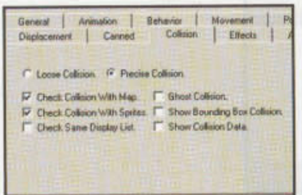
ANIMATION
Actor: BOMB
Initial Animation: BOMB
Initial Frame: bomb1

POSITION
PositionX: 333
PositionY: 26

DISPLACEMENT
SpeedX: 3
SpeedY: 3
Vector Direction X: 0
Vector Direction Y: 1

COLLISION
Precise Collision: select
Check Collision With Map: check
Check Collision With Sprites: check





The bomb sprite will have similar properties to the thing sprite. After you give it all of its properties, click "OK" to save the sprite, then close it.

Step 3—Create a State Machine

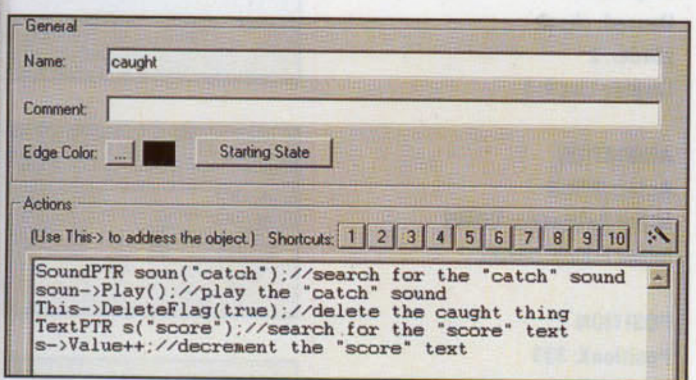
The bomb sprite will use a variation of the thing sprite's state machine to determine its behavior. Right-click on the ThingSM state machine, select "Insert Copy...", name the copy "Bomb SM" and insert it as the last node. Double-click the new state machine to open it, then double-click the missed state and replace all of the state's Initial Actions code with the following:

```
//search for the "fallInWater" and "laugh" sounds
SoundPTR fs("fallInWater"), ls("laugh");
fs->Play();//play the "fallInWater" sound
ls->Play();//play the "laugh" sound
//delete the bomb when it falls in the water
This->DeleteFlag(true);
```

Click "OK" to save and close the state. Next, double-click on the caught state and replace all of its Initial Actions code with code that will decrease the player's score if the boat catches the bomb:

```
SoundPTR soun("catch"); //search for the "catch" sound
soun->Play();//play the "catch" sound
This->DeleteFlag(true);//delete the caught thing
TextPTR s("score");//search for the "score" text
s->Value--;//decrement the "score" text
```

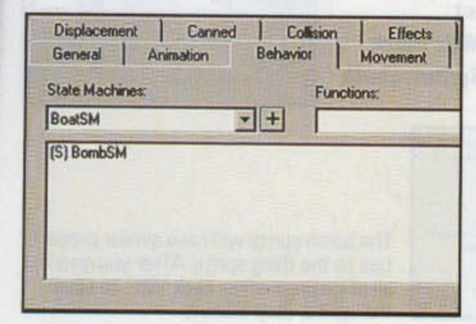
Click "OK" to save and close the state, then save and close the state machine.



The new "caught" code will decrement the score by one point after the boat catches the bomb.

Step 4—Add Behavior

When you have a state machine for the bomb, you can assign it to the bomb's behavior. Double-click the bomb sprite to open its properties, then click on the Behaviors tab and select and add the BombSM state machine.



Add the BombSM state machine under the bomb sprite's behavior tab.

Step 5—Produce the Bomb Sprite

Your next step is to alter the RandomSM state machine so that it drops the bomb sprite randomly. Double-click the RandomSM node to open the state machine and modify the random state's Initial Actions code so that it reads:

```
Timer=0;
if(Number==4)
{
   Number==0
   Interval-=10;
}
Number++;
//reserving the previous random number in the integer i
int i=RandomNumber;
//get a random number different from the previous random number(i)
while((RandomNumber=RandInt(4))==i);
```

Click "OK" to save and close the state. Then create a new state and name it "bomb." Add the following code to the Initial Actions:

```
//create an instance of the bomb sprite
CreateBomb();
```

Create an edge from the bomb state to the random state and an edge from the random state to the bomb state. Double-click on the random-bomb edge and replace its Conditions code with:

```
//return true if random is equal to 3 and Timer is greater than Interval
return (RandomNumber==3&&Timer>Interval);
```

Step 6—Create a Function

The bomb state of the RandomSM state machine calls a function called CreateBomb. You must write that function. Right-click on the My Functions node and select the "Add..."option. Name the new function "CreateBomb" and enter the following code in the function's Declarations field:

```
void CreateBomb(void)
```

Enter the following in the code field:

```
//search for the "bomb" sprite
SpritePTR mainSprite("bomb");
//create a copy of the "bomb" sprite
Sprite *s=mainSprite->CreateSprite();
s->Name("bomb");//name the copied sprite "bomb"
s->Unused(false);//make the bomb sprite used
int i=RandInt(3);
if(i==0)
{ s->VectorAngle(228); }//make the bomb move at an angle
if(i==1)
{ s->VectorAngle(318); }//make the bomb move at a different angle
```

Save, close, compile and run. When you play the game, a menacing bomb sprite will pop out of the plane about 25% of the time.

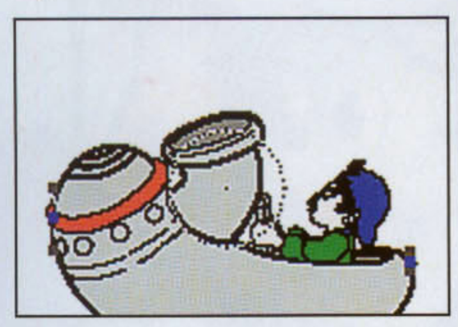
Smooth Sailing

Step 1—Add Actor Collision

The boat can transport to only one of three places. If you want to make the sprite move a little more freely, the first thing that you should do is modify the BOAT actor's animation set. Open the animation set and select the first frame. Then click on the Collision Data button and manually add the following two segments to the existing data:

```
Segment: 3, 29, 3, 52
Segment: 136, 60, 136, 53
```

The result will be two small lines that define the boat's outer edges. Save the changes, then click the Apply to All button to copy the collision data over to the second frame.



You can define the outer edges of the boat by adding two segments that will collide with collision data on the edge of the lake.

Step 2—Modify the Sprite

Eventually, you will add collision data to the map to define the edge of the lake. Before you do that, you can ensure that the boat sprite will check its collisions with the map and that it will have the speed to move by making the following modifications:

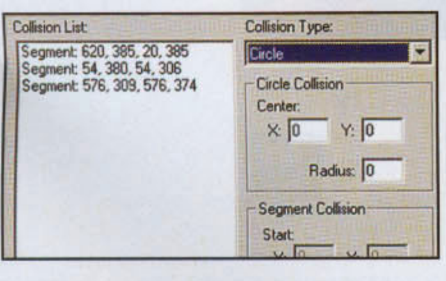
```
DISPLACEMENT
SpeedX: 3
SpeedY: 3

COLLISION
Check Collision With Map: check
```

Step 3—Add Map Collision

The next step in giving the boat movement boundaries is to add collision data to the map. Open the lake map, click on Collision Data and manually add the following segments:

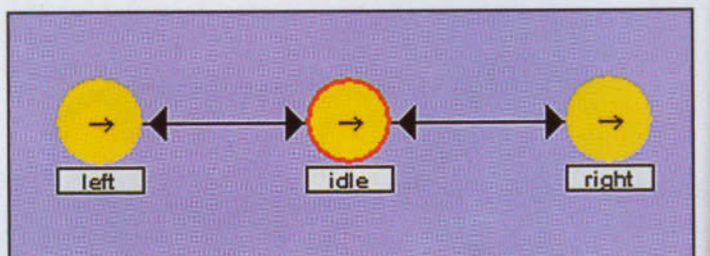
```
Segment: 54, 380, 54, 306
Segment: 576, 309, 576, 374
```



Give the map two additional collision data segments to define the edges of the lake.

Step 4—Change the Boat's Behavior

The state machine that the boat currently employs moves the boat to one of three locations. To make the boat move smoothly, you'll need a new state machine. Add a state machine called NewBoatSM and allow it to be used by sprites. Create three states: an idle state, a left state and a right state, then create edges from the idle state to the right state, from the right state to the idle state, from the idle state to the left state and from the left state to the idle state. The state machine should look like the following screen shot:



Add code for each of the state's Initial Actions:

IDLE
```
This->VectorDirection(0,0);
```

LEFT
```
This->VectorDirection(-1,0);
```

RIGHT
```
This->VectorDirection(1,0);
```

Replace the code for each of the edge's Conditions:

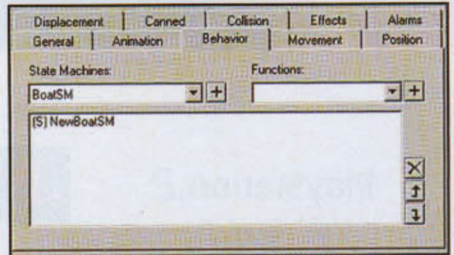
IDLE TO LEFT
```
return pKeyboard->IsPressed(DIK_LEFT);
```

LEFT TO IDLE
```
return pKeyboard->IsNotPressed(DIK_LEFT);
```

IDLE TO RIGHT
```
return pKeyboard->IsPressed(DIK_RIGHT);
```

RIGHT TO IDLE
```
return pKeyboard->IsNotPressed(DIK_RIGHT);
```

Save and close the state machine, then open the boat sprite and click on the Behavior tab. Remove the BoatSM state machine from the boat's behavior, then add the NewBoatSM. Save, compile and run. The boat will move quickly and freely.



Remove the old state machine from the boat's behavior and add the new one. You'll be ready to experience a different style of game play.

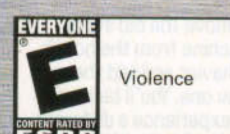
South 2C
Room 204

DRAGON

BANDICOOT

HEDGEHOG

EXIT



PlayStation.2







There's a new hero out there and he's not going to let anyone stand in his way.

Cri-key! You're TY the Tasmanian Tiger. The last of a rare breed out to explore the untamed and uncharted Australian wilderness in search of your lost family. Along the way you'll encounter some fearsome foes sent out by the evil Boss Cass to spoil your adventure. But no worries, you've got a heap of hi-tech boomerangs, plenty of mates and a set of chompers to help you tame the dodgy Outback. Good luck, it should be a ripper good time! **www.TY.ea.com**





eagames.com

MARIO'S ISLAND TRIP GIVING YOU HURRICANE ON THE BRAIN?



VACATION FRUSTRATION

It's the funnest Mario game ever to splash down on a console. But Super Mario Sunshine is no walk in the park. The all-inclusive getaway destination has Godzilla-sized caterpillars on beachfront property, a roller-coaster showdown against a robotic Bowser, a resort plagued by ghosts and lots more huge challenges. Last issue, Nintendo Power helped you tackle the first few vacation areas. Ready for the next few? Grab FLUDD and jump into action!

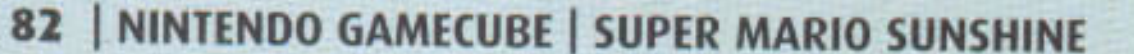




A Gelato Beach: Entry Requirements
SHINE SPRITES: Have a total of five Shine Sprites.
EVENT: Defeat the third polluted Piranha Plant in Delfino Plaza.

B Pinna Park: Entry Requirements
SHINE SPRITES: Have a total of 10 Shine Sprites.
EVENT: Follow Shadow Mario who's kidnaped Princess Peach.

C Sirena Beach: Entry Requirements
SHINE SPRITES: Earn a Shine Sprite in Pinna Park's Episode 4.
EVENT: Find Yoshi, then use the dino to gulp down the giant pineapple that's blocking the rooftop Warp Pipe.



GELATO BEACH

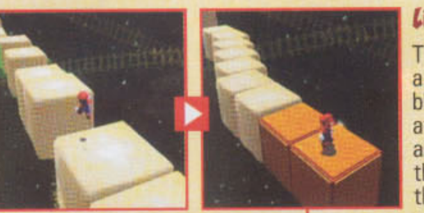
During the eight episodes that take place on Isle Delfino's largest beach, wicked critters kick plenty of sand in your face, so muscle up with all of the necessary tips for beating the beach.

G E F C A D START B

EPISODE 1 DUNE BUD SAND CASTLE SECRET

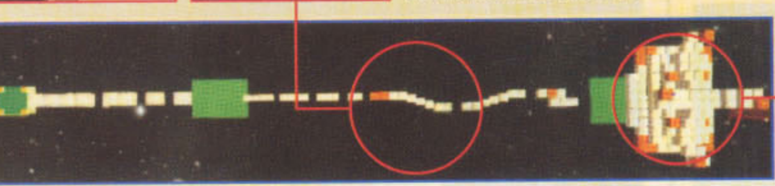


If you water a Dune Bud plant, it will balloon up with water and explode into a sand-castle structure—such as the castle arch, which appears some distance from the bud. Enter the arch to reach a secret level.



Like Sand through the Hourglass . . .

The secret level in Gelato Beach throws a new wrench into the works—sand blocks trickle away into nothingness after you step on them. Orange blocks are solid and stable, however. Most of the level is built from sand, so stay on the move or face the void.





Surmounting the Sand Pile

Since you won't have FLUDD to help you hover in the secret level, making your way up the mountain made from sand blocks can be difficult. You need to ascend the sand blocks quickly, so Side-Somersault your way up the mountain and grab the crowning Shine Sprite.

EPISODE 2 MIRROR MADNESS! TILT, SLAM, BAM!



A huge insect has curled itself around the Sand Bird Egg on the tower. To fry it off its perch, defeat the enemies on the three solar panels. To trounce each beast, spray it to the edge of the panel until it's balancing on one leg, then Ground-Pound the other side of the panel to send it flying.

EPISODE 3 WIGGLER AHOY! FULL STEAM AHEAD!





The Wiggler, once fried off the tower, will rampage around the beach. The gargantuan caterpillar sticks to specific routes. Once you can predict where it's going, water the Dune Bud in its path. The bud will explode into a huge structure that will derail and flip the Wiggler. Ground-Pound the critter and repeat the process several times until it wiggles no more.

EPISODE 4 THE SAND BIRD IS BORN





The Sand Bird saga continues—the beach fowl has broken out of its egg and flown the coop. Follow the Sand Bird by leaping into its egg shells, which remain on the tower. To get there, slide down the hill, starting from the scenic platform, and direct your descent through the coin path. If you jump off the bump just right, you'll soar into the egg shells.

1 2 3 4 5 6 7 Gnat on the Bird's Back

To earn the Shine Sprite in Episode 4, you must collect eight Red Coins. Seven are on the soaring Sand Bird, a creature made of sand blocks which, fortunately, don't dissipate. Don't move too quickly and don't get too near to the block edges, as the sand makes for a slippery surface.



8 Survive the Ride

The bird will soar upward toward a tower and pivot on a wing tip then level out again. Walk onto a sand block's side when the time's right. When the bird reaches the tower, hop off its wing tip and claim the eighth Red Coin.

EPISODE 5 IL PIANTISSIMO'S SAND SPRINT



Who is the mysterious figure dressed as a Pianta? The world may never know—but you'll get a chance to beat him in a footrace up to a scenic hilltop spot. While he runs along the paved pathways, take a shortcut across the hill. You'll easily beat the braggart.

EPISODE 7 IT'S SHADOW MARIO! AFTER HIM!



Shadow Mario is the bully of the beach in Episode 7. You need to blast him with FLUDD repeatedly until the faux Mario collapses. One of his favorite tricks is to run into the hills. Don't waste time watering the stairway Dune Bud. Follow his example and Wall-Kick your way up the cliff walls. Whenever possible, get a vantage point where you can blast him multiple times.

EPISODE 8 THE WATERMELON FESTIVAL





You'll win the episode's Shine Sprite if you bring the biggest watermelon in Gelato Beach to the cabana house on the dock. It's at the hilltop scenic spot. Before you roll it down to the beach, clear the way of all Red Cataquacks. Water a Dune Bud under one to send it flying. The watermelon may pop if it hits obstacles, so roll it along the hilltop path.

EPISODE 6 RED COINS IN THE CORAL REEF

1 2 3 4 5 6 Dive Deep on a Red Coin Hunt



You'll need to collect eight Red Coins in the coral reef that's just offshore. Six of them are tucked into the crevices of the reef. Hold your breath long enough to pluck each of them from the depths, but not so long that you lose too much oxygen.



7 8 Fleeting Opportunities to Nab the Last Two Coins



Schools of fish carry two Red Coins along as they meander about the reef. When a school moves near or through coral, the Red Coin it carries may vanish into the reef. Follow the fish until they move to a more open area. You'll spot the coin again. Swim down and grab it before the fish swim into another tight spot.

PINNA PARK

The amusement park, which is tucked away on a small island at the tail end of Isle Delfino, hides some story line thrills and spills among its crazy rides. You'll see the man—or child, that is—behind Shadow Mario's mask, and be reunited with your dino pal, Yoshi. Hang on for a bumpy ride.

EPISODE 1 MECHA-BOWSER APPEARS!



At the start of Episode 1, Shadow Mario grabs Princess Peach and runs into the park. Follow them to the pool, where the villain will reveal his true identity then unleash a mechanical Bowser. To fight the mecha-behemoth, ride the roller coaster and fire missiles—which lie along the track—at the robot's head.



EPISODE 2 THE BEACH CANNON'S SECRET



Monty Mole operates a cannon outside of the park. Defeat him to reveal a secret level's entrance. Dodge the Bullet Bills that the cannon fires. Bom-ombs amble around the lawn—spritz one with water to stun it, then hurl it at the cannon. A few well-placed strikes will depose the mad mole.

Run Eggs-actly Right



In the secret level, many blocks will fade then pop back into existence for a short time. Cross such blocks carefully, and run for the blocks that bear a Yoshi's egg pattern—the eggy blocks are stable.

Leap into the Known



To cross the final stretch of vanishing blocks, leap into the empty space above the blocks just before they reappear, then run and jump down the stretch. Otherwise, you won't have enough time to reach the star.

EPISODE 3 RED COINS OF THE PIRATE SHIPS

1 At the Ride Entrance



In Episode 3, you need to collect all eight Red Coins that are around the pirate ship ride. The first is easy to find—it's at the entrance to the ride.

2 On the First Ship

A second Red Coin is in the flight path of the swinging ship closest to the ride entrance. Hop onto the ship to reach the coin. After every few swings, the ship will do a full rotation—ride at your own risk.

3 On the Second Ship



A third Red Coin is similarly positioned in the flight path of the second swinging ship. Climb the nearby palm tree to get a good launching-off point for reaching the ship deck.

4 Under the Walkway



A series of walkways is near the ride. One coin clings to the underside of one walkway. Ground-Pound the two Electro-Koopas from above, then collect the coin.

5 The Elevated Platform



Another coin is on the underside of the elevated platform. To reach it, do a Spin Jump from the platform underneath it, then hover to the underside of the upper platform.

6 On Top of the Cage



The elevated platform has a cage atop it. Climb along the platform's underside to reach a trapdoor. Flip it, flip the cage's side trapdoor, then climb onto the top of the cage to reach the coin.

7 Under the Ramp



The seventh Red Coin clings to the underside of a ramp. Climb up the underside. You'll pass under Electro-Koopas who walk the top side of the ramp but can't hurt you.

8 Top of the Ramp



You will need to deal with the Electro-Koopas to reach the eighth Red Coin. Run up the ramp, jumping and hovering around the electrified critters, then collect the final coin.

EPISODE 4 THE WILTED SUNFLOWERS



What appear to be Yoshi Eggs are half-buried in the sand outside of the amusement park. Spray one until its true inhabitant pops out of the sand—a polka-dotted turtle. The turtle will try to pounce on you. Dodge its blow to make the creature land on its back (if it lands on the sand). Ground-Pound the immobile turtle to eliminate it. When you destroy all of the turtles, the nearby sunflowers will offer you a star for your troubles.

Yoshi Arrives at Last—It's Time to Eat!



When you return to Delfino Plaza with the star from Pinna Park's Episode 4, you'll see that Shadow Mario is running around with a Yoshi Egg. Blast the false Mario repeatedly until he leaves the egg. To hatch a Yoshi Egg, bring Yoshi whatever fruit he is dreaming about. On future visits, you'll always find a Yoshi Egg on a roof in the southwest part of the plaza.

EPISODE 5 THE RUNAWAY FERRIS WHEEL

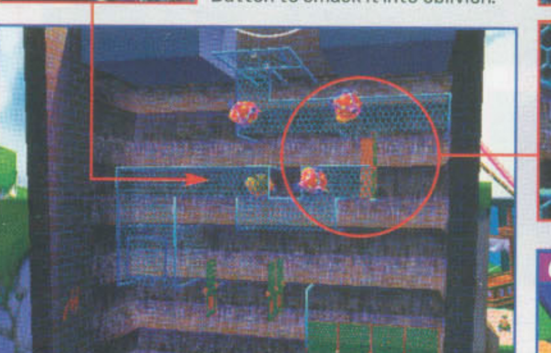




In Episode 5, you must stop the Ferris wheel from spinning too quickly. Start your quest by scaling up the back-side of the Ferris wheel hill. Take a shortcut up the platforms—Side-Somersault then Wall-Jump off the left wall, then hover to the face of the blue fence.

Bash the Electro-Koopas

When you encounter the first few Electro-Koopas, clear them from your path before proceeding through the section. Eliminate one by facing it from the other side of the fence then pressing the B Button to smack it into oblivion.





Swing with the Panels

To reach the uppermost blue fencing, spray the green panels underneath it first. When the panels swing out, climb on, then ride them as they swing back into place. You can then access inside face of the fencing. Bash the Electro-Koopas off the fence, then return to the panels and spray them again. This time, climb up the panels to reach the outer side of the fencing. Climb to the top of the structure, where a huge turtle is asleep on a trapdoor. Hang from it and push the A Button to knock it off.



Ride the Ferris Wheel

After you flip the turtle away, a Shine Sprite will launch into the air and land on top of the Ferris wheel. Jump onto a carriage and ride it to the top. Make the jump from the platform near the turtle's sleeping spot.

EPISODE 6 THE YOSHI-GO-ROUND'S SECRET





If you bring an orange Yoshi to the ride, you'll enter the secret level. Hatch the Yoshi Egg, which is located near the cliff. Then, to make Yoshi orange, feed it the papaya that's hanging off the tree-face near the egg.

EPISODE 7 SHADOW MARIO IN THE PARK

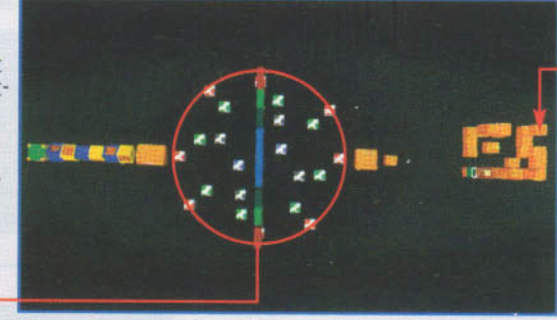


You can strongarm a Shine Sprite out of Episode 7 if you take down Shadow Mario, who is on the loose in the amusement park. Each time you blast him, he'll run a long distance to his next stopping point, so blast him multiple times at each stop.

Hop across the Floating Blocks



To cross the chasm, study the movement patterns of the floating blocks then hop across a series that will get you across. Move quickly—many blocks pass through holes that won't allow you to keep riding.



The Long Jump



After you ascend to the top of the orange blocks, you'll need to jump onto a block that rises and falls. From there, you must make a jump to some distant blocks. Wait until your block-a-vator is at its highest point, then leap.

EPISODE 8 ROLLER COASTER BALLOONS



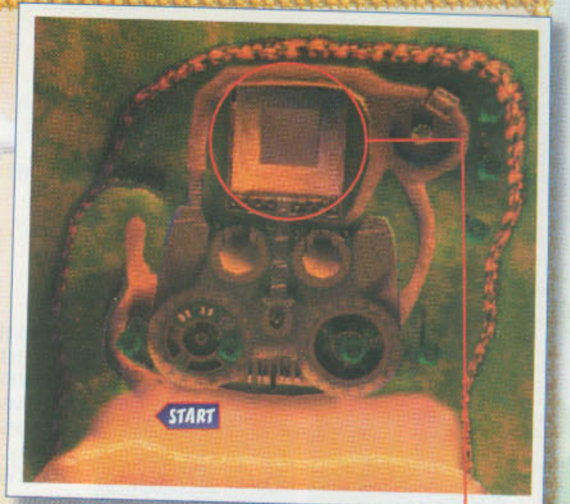




To win the Shine Sprite in Episode 8, you'll need to speak to the roller coaster operator—who will offer you a challenge: You must pop all of the balloons surrounding the ride before you complete three laps. You'll acquire rockets along the track as you travel. Fire one through a series of balloons to make the most of your time and firepower.

SIRENA BEACH

It's beautiful, huge and haunted. And when the resort area's first episode features one of the most innovative boss battles ever experienced, you know that you're in for a bizarre stay.



EPISODE 1 THE MANTA STORM





The manta ray will emerge from the sunset and float across the beach, dividing into smaller mantas each time you spray it. Each leaves electrified goo in its wake. Whittle a mini-manta down to nothing before taking on another minimanta.

EPISODE 2 THE HOTEL LOBBY'S SECRET

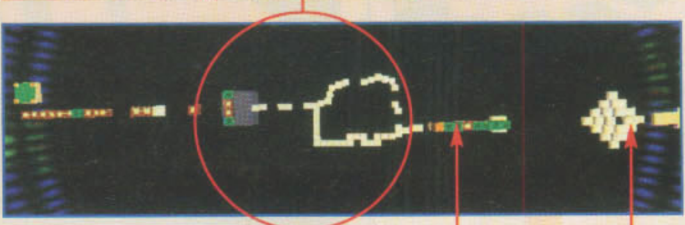




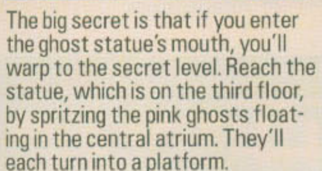
Piggyback to Cross

To reach the span of sand blocks, cross the gap by bouncing across the backs of the flying enemies. Direct your rebound to land carefully.

The big secret is that if you enter the ghost statue's mouth, you'll warp to the secret level. Reach the statue, which is on the third floor, by spritzing the pink ghosts floating in the central atrium. They'll each turn into a platform.



Pull a Gallagher



You can smash watermelon blocks in the level. If you're standing on top of one, Ground-Pound the juicy block. If you're underneath one, simply jump up and bash your noggin on its underside.

Tackling the Sand Pile



To reach the Shine Sprite, you must cross a pile of sand blocks. Don't go over the pile, since there's a gap at the top. Go around the side.

EPISODE 3 MYSTERIOUS HOTEL DELFINO

Investigate the Leak

To solve the mystery, you must hatch the Yoshi Egg. You'll need a pineapple, and the only one is hidden in the hotel. Start your quest by investigating the men's restroom. Leap into the water-soaked wall to reach the second floor.

Spray the Boo into Being



On the second floor, next to the bed, you'll find a painting of a tropical sunset. Spray it with water until it transforms into a portrait of a Boo. Leap into the painting—you'll fall right through into the room on the other side of the wall.

Spray the Second Boo into Being, Too



In the next suite, you'll find four pivoting panels. After eliminating the Boos in the room, spray each panel until it flips to reveal its piece of a Boo picture. When the full Boo is showing, the panels will slide aside to reveal another room.

Solidify a Makeshift Way to the Third Floor



In the suite where the pink ghosts float around, spray one so that it transforms into a pink platform just underneath the ceiling hole. Climb on the platform and do a Spin Jump then hover to ascend to the third floor through the hole.

HOTEL DELFINO, 1ST FLOOR



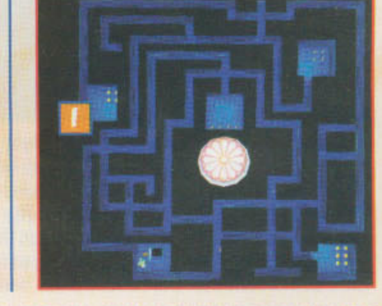
HOTEL DELFINO, 2ND FLOOR



HOTEL DELFINO, 3RD FLOOR



HOTEL DELFINO, ATTIC



Nab the Pineapple



All this to find a pineapple? You're almost there—blast the bookcase to reveal a door into the next room, then Ground-Pound the off-colored tile to fall into a second-floor room with crates. One of the crates contains the pineapple.

Have Yoshi, Will Travel



Hatch the egg on the first floor, then ride Yoshi to the room where two children sit on a bed. Bounce on the bed while riding Yoshi to soar through a ceiling hole and reach the attic maze.

Yoshi's Feeding Frenzy in the Attic Maze





Once in the attic maze, navigate to the Shine Sprite using the map on page 87. When you encounter a dozing, drooling Boo blocking the way, have Yoshi gulp it down. (What a long, strange trip it's been to collect the Shine Sprite!)

Episode 4 The Secret of Casino Delfino

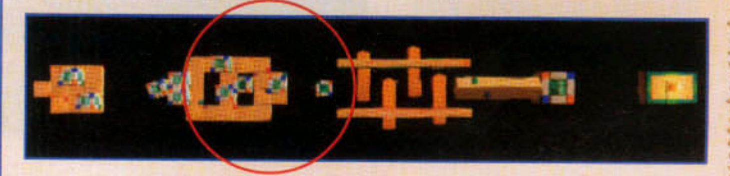


The hotel has a second secret level hidden in its casino. In Episode 4, you can speak with the door guard in the hotel lobby to gain entrance to the casino. Blast each piece of a 16-piece wall puzzle until you fully reveal the Shine Sprite picture. Use a small, well-targeted spritz of water if you must turn a single panel. When the picture is complete, you'll discover a warp pipe.

Don't Let the Cubes Crush You



Midway through the level, you must get past several massive moving cubes. Leap over the central gap when there's a break between cubes. Then evade the cubes while waiting for the right time to leap to the rotating block.



Episode 5 King Boo Down Below





Enter the casino again, then Ground-Pound the purple spot on the roulette wheel to reach the King Boo boss fight. To defeat the head honcho ghost, throw a red pepper into its mouth, then—while it's breathing fire—hurl another fruit at its gaping maw. Repeat the force-feeding three times to defeat King Boo.

Episode 6 Scrubbing Sirena Beach





To earn the Shine Sprite, you must clean a huge amount of goo from the beach in three minutes. The best technique is to spray back and forth while running. You can also lob a water barrel into a goo pile to wash away lots of it at once.

Episode 7 Shadow Mario Checks In



Shadow Mario has invaded the hotel, and you must blast him repeatedly until he falls down. The hotel's ghosts are posing as decoy Shadow Marios. The real villain is holding his usual weapon. The decoys are unarmed.

Episode 8 Red Coins in the Hotel



1 2 3 Secret Way to the Third Floor



To collect the eighth Shine Sprite, collect eight Red Coins within five minutes. The map on page 87 charts the coin locations. Ground-Pound the bulb in the lobby to expose the first, then head to the women's restroom for the second. Reach the third via the men's restroom leak, then bounce on the second floor bed.

4 5 6 Scurry for Three More



Return to the bedroom by Ground-Pounding the tile you emerged from. (It doesn't look different from the others, so take note of the exact spot when you emerge.) Use the ghost-painting portal to find the third coin, then leave the room by its regular door. The fifth and sixth coins are in the second- and third-floor halls.

7 8 Hurry for the Last Two



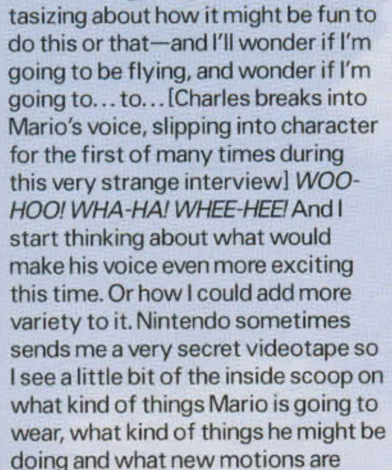


Reach the attic by bouncing on the purple bed, then head to the maze room with the six coins. Ground-Pound the off-color tile, then spray the poster in the room below to find the room where the seventh coin is. Drop through a tile in the poster room to find the final coin.

Secret Insights from the Voice of Mario!

Back in March, Nintendo Power was invited to sit in on a voice recording session for Super Mario Sunshine and Mario Party 4. Specifically, we were there to listen to Charles Martinet, the hilarious actor who's performed Mario's voice—and other Nintendo voices—for over a decade. After the session, we sat down with Charles to learn more about the man behind the voice. The experience was slightly bizarre, since Charles transforms into a wide variety of characters as if there's a Mario Party raging inside his cranium.







NP: When Nintendo calls you into action as the voice of Mario, how does that process begin for you? How do you start preparing to become Mario for a day in the recording studio?

CM: When I get the call, I'll start fantasizing about how it might be fun to do this or that—and I'll wonder if I'm going to be flying, and wonder if I'm going to... to... [Charles breaks into Mario's voice, slipping into character for the first of many times during this very strange interview] *WOO-HOO! WHA-HA! WHEE-HEE!* And I start thinking about what would make his voice even more exciting this time. Or how I could add more variety to it. Nintendo sometimes sends me a very secret videotape so I see a little bit of the inside scoop on what kind of things Mario is going to wear, what kind of things he might be doing and what new motions are involved. Then I start thinking of fun sounds I'll match with a new power pack or wings or whatever new activity he'll be doing.

NP: What did you start thinking about when you saw your Super Mario Sunshine secret videotape?

CM: I started thinking about what would keep Mario's voice new, fresh and alive. And what we haven't done before—in terms of sounds—when he picks something up and carries it in Super Mario Sunshine. What would be funny and amusing for that? [Charles answers himself by shifting into Mario's voice, grunting and huffing exactly as if he's heaving a bunch of bananas in SMS.] I started wondering what sounds could be repeated thousands of times—if someone plays the game thousands of times—that wouldn't make them despise the character. [He slips far too easily into a frustrated Wario voice.] *Oh, I can't stand that noise!*

NP: When you're in the recording studio and doing so many things with Mario's voice, you deliver many variations on even the shortest lines. Tell us what's behind that process.

CM: I want to give Mr. Miyamoto and the game developers the chance to play as much as they want with the character. So I give them a large variety of sounds to play with. It's like I get to give Mr. Miyamoto colors to put on his palette for him to paint with. So my process is really about playing—and looking for all the different ways to vary the voice to make it more fun for Mr. Miyamoto to play with later on. For example, in the studio, when I'm watching Mario move on the monitor, I might see him run, then jump and then spin. And then maybe I'll do his voice upon landing one time like [Mario, delighted] *Ooooh!* and [Mario, under a sudden burden] *Ooomph!* So that the first time—when he jumped, spinned and landed—it was fun. But the second time hurt. So it's all about giving the designers a chance to have more to play with.

NP: Nintendo provides you a script, but how much of your performance is ad-libbing?

CM: Nintendo gives me a lot of freedom. We do every word of the script, and then we continue beyond the script so we can give Mr. Miyamoto as many options as possible. Very often, they love the playfulness that goes beyond the script.

NP: As the voice of Mario, yours might have become the first celebrity video game voice—and likely the most well-known video game voice in the world. How much of an impact on the industry do you think you've had?

CM: It's an amazing thing. The voice of Mario is [heard] in countless homes across the world every day. It's in more homes than just about anything. Mario is a phenomenon. He started the whole thing, really. He was the first character where people said, "Oh, wow! That's Mario—that's a character!"

NP: And his exact personality is so well known. Most people we know have done the Mario voice—your Mario voice—at one point or another. It's a pop-culture reference.

CM: That's great. That makes me happy! I really wanted people to be joyful and take life lightly. That was really my intention behind the way I did the voice. To really see a character that can have fun while facing the trials and tribulations of his game—his life—and have it not tear him down or make him mean, hostile or vicious. It makes me happy if people are doing the Mario voice, and—when they think of something happy—they go, [as Mario] *WOO-HOO!*

In an upcoming issue, we'll continue our interview with Charles, as we talk about all of the characters he performs for Mario Party 4—and he gives us the inside dish on how to get your own story in video game voice acting!

Have a Nice Trip!

In Super Mario Sunshine, more massive areas still lie ahead before you head into the volcanic guts of Corona Mountain, where you'll stumble upon the most intense showdown ever found in a Mario adventure. And when you collect every Shine Sprite, you'll witness the ultimate end to Mario's getaway. So pack another suitcase, because your trip ain't over by a long shot!

THE ADVENTURE IS IN YOUR HANDS



A new evil has fallen upon the peaceful city of Waterdeep. You have been called upon to uncover its source and destroy it. Create a party of six adventurers, made up of members of the six Forgotten Realms races and four D&D character classes. As resources, choose from 50 unique 3rd Edition feats and skills, and from a combination of more than 150 spells and items. **Go forth brave warrior, the adventure of a lifetime awaits!**

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CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.



ANIMAL CROSSING
RARE ENCOUNTERS—PAGE 96

Extreme sports titles dominate Classified Information this month—from codes that unlock nearly everything in rival skating franchises to an insane list of Freekstyle cheats and the latest in cheats for the cheat-heavy NFL Blitz series.

NFL BLITZ 20-03 GCN

CODE BLITZ 20-03 — CODES

THE 20-03 EDITION OF MIDWAY'S ACTION-PACKED FOOTBALL FRANCHISE ADDS A FEW NEW MOVES TO ITS CODE REPERTOIRE.

The NFL Blitz code system is a classic. It's so much of a classic, in fact, that there have been few changes since NFL Blitz 20-02. As an Exhibition or Season play matchup is loading, you can change the icons at the bottom of the screen by pressing the L, R and A Buttons. Finish by pressing the Control Stick in one of four directions (Up, Down, Left, Right). A message will confirm correct code entry. We reported most of the NFL Blitz 20-02 codes in Volume 159. The codes still apply to the 20-03 version. The following codes are exclusive to the latest game.

CHANGE RECEIVER SELECTIONS

When you're on offense, you can change the receiver selection scheme by pressing and holding the L Button. Instead of highlighting the selected receiver (for a B Button pass), you will select from three eligible receivers marked with button icons (in the shape of the B, Y and X Buttons). To attempt a pass, press the button associated with the desired receiver. The "Icon Auto Passing" code turns the new passing scheme into the default selection.

L	R	A	CONTROL STICK	RESULT
0	0	3	UP	ICON AUTO PASSING
0	0	3	DOWN	NO ICON AUTO PASSING



Press A, A, A and Up when the game is loading to add button icons to eligible receivers as the default setup for every passing play.

UNLOCK NEW FIELDS

In addition to all of the NFL stadiums, the game includes some fantasy fields. After you input the "All Stadiums Unlocked" code, quit the game, set up a new matchup and scroll through the stadium list to find unlocked selections.

L	R	A	CONTROL STICK	RESULT
3	1	4	RIGHT	ALL STADIUMS UNLOCKED





After you unlock all stadiums, the Arctic Station and the Training Field will be among your choices.

CALL SECRET PLAYS

Before you hike the ball, you can call up a list of audibles by pressing the Y Button. Normally, the list shows the names of audible plays. If you don't want another player to see which plays you're calling, you can enter the "Hide Audible Names" code before the game to mask the names.

L	R	A	CONTROL STICK	RESULT
3	4	0	RIGHT	HIDE AUDIBLE NAMES

PLAY AS "THE MAN"

The special characters for NFL Blitz 20-03 are identical to the NFL Blitz 20-02 characters that we described in Volume 159, with one addition. Create a new player profile with the name ZEMAN and use 1986 as your pin number. The player-controlled character will turn into a Green Bay Packer-inspired superfan who carries beverages in his hat.

TONY HAWK'S PRO SKATER 3 GCN

HAVE IT ALL — CODE

COMPLETE EVERY GOAL INSTANTLY FOR YOUR SKATER.

Our contacts at Activision and NeverSoft have saved the best THPS3 cheat code for last. You can complete all level goals and earn a gold medal for every competition for a single skater with one code. Enter the Options/Cheats interface and key in NONEED2PLAY. A cash register ring will confirm successful code entry. You will discover that your pro has three gold medals and that every Career Mode stage is open. Start any goal completion level (not a competition)—a message will tell you that you've completed all goals. After you end the run, the message will appear again and additional messages will notify you about unlocked features. Every time you enter the code for a different skater and play a level in Career Mode, you'll unlock a movie that is associated with the character and you'll also unlock a new playable skater, a secret level or a special cheat feature. If, for example, you start with Tony Hawk as your pro, you'll unlock a Tony Hawk movie and Darth Maul as a playable pro. Enter the code with a different skater, then play a level in Career Mode to unlock another movie and Wolverine as a playable character. If you've been following our coverage of the THPS3 codes, you know that the FREAKSHOW code unlocks all skaters, POPCORN unlocks all movies and MARKEDCARDS unlocks all special cheat features (pause the action during game play to see a list of the unlocked cheats). We don't know of a code that unlocks secret levels, such as the Warehouse, instantly, but you can unlock them by way of the NONEED2PLAY code. If you enter NONEED2PLAY for three different skaters then enter and end a Career Mode run for each character, you'll unlock the Warehouse. Enter the code for six different skaters to unlock the Burnside skate park and enter the code for nine characters to unlock Roswell. You can select the unlocked skate parks in any single-event mode.

CHEAT	RESULT
NONEED2PLAY	COMPLETE ALL GOALS FOR SELECTED SKATER



Key in NONEED2PLAY as a cheat to complete all level goals for the selected character and earn three competition golds.





Each time you play and end a Career Mode run for a different character who has completed all goals, you will unlock a movie and another feature.

STAR WARS ROGUE SQUADRON II: ROGUE LEADER GCN

THERE IS ANOTHER ... — CODES

JUST WHEN WE THOUGHT THAT EVERY ROGUE LEADER CODE HAD BEEN REVEALED, LUCASARTS SUPRISES US WITH ONE MORE.

Star Wars Bounty Hunter (previewed on page 58) is not the only game in which you can be Jango Fett. *Star Wars* Rogue Squadron II: Rogue Leader has a just-revealed three-part code that turns the Boba Fett version of the Slave 1 ship into the newer-looking, nicer-paint-job version that Boba's clone father, Jango, pilots in *Star Wars* Episode II: Attack of the Clones. You may be familiar with the game's double passcodes. After you enter one passcode in a pair, the passcode will disappear, as if it didn't register. After you enter the second passcode, an R2-D2 whistle will confirm correct code entry. To unlock Jango's version of the Slave 1, you must first enter the passcode pair that unlocks the "standard" Slave 1. You'll also want to unlock the 10 original missions, as the ship is not available until the second mission. Once you unlock the ship, enter the three-code combination that gives you the new version.

PASSCODES	RESULT
!??QWTTJ CLASSIC	ALL 10 ORIGINAL MISSIONS
PZ?APBSY IRONSHIP	UNLOCK STANDARD SLAVE 1
VV?GXRYP CNOOQ!ZR JFETTSHP	UNLOCK JANGO'S SLAVE 1





Use the IRONSHIP passcode pair to unlock the Slave 1, then use the three-passcode combo that ends with JFETTSHP to turn it into Jango's Slave 1.



Boba's version of the Slave 1 is wartorn and faded.



Jango's version of the ship looks newer and is brightly painted.



TRASH CAN TIP:

NINTENDO GAMECUBE

CONTROLLER QUARTET



When you hold the Z Button on the GCN Controller in the first slot and reset the console, a tune featuring the vibes will replace the normal GCN start-up song. So what happens if you plug in four Controllers, press and hold all four Z Buttons and reset the machine? A completely different theme, featuring bongos and a triangle, will accompany the unfolding letter G.

WELCOME TO FREEKVILLE

UNLOCK EVERY COURSE, BIKE AND TYPE OF GEAR, ONE PIECE AT A TIME.

A raging list of Freekstyle codes comes to us this month from our contacts at EA Sports Big. The codes are individual cheats that unlock single elements. When you add them all up, they give you everything in the game. With the exception of the invisible bike code, the cheats work only in single events—you will have to earn victories the hard way when you're running through the Circuit. Select the Codes entry from the Options menu and key in any of the following codes. After you enter a working code, a "Valid" message will confirm correct code entry.

INVISIBLE BIKE

Our first code is all about pure novelty, but it's the only one that works in the Circuit. When you key in SQUATTER and play any event, all of the bikes will become invisible. You'll know that the code has taken effect when it comes time to select your bike and you can't see it.

CODE	RESULT
SQUATTER	INVISIBLE BIKE



After you input the SQUATTER code, you'll notice that the bike is invisible in both the rider selection interface and the event itself.

TURBO-CHARGED FREEKOUT

Last month, we revealed the ALLFREEK code, which puts you in a permanent Freekout for individual events. This month, we present a code that fills up your Freekout meter with accelerated frequency and two codes that contribute to your turbo boost. Key in the turbo boost codes to blast off for more speed and to get bigger air off jumps. The code is a great way to practice tricks that take a long time to develop.

CODE	RESULT
GOBIGNOW	QUICK FREEKOUT ACCUMULATION
HURRYUP	QUICK BOOST ACCUMULATION
LAZYRIDR	UNLIMITED BOOST POWER



Use the LAZYRIDR code to give yourself unlimited boost power and big air off every jump.

UNLOCK RACETRACKS

The two default racetracks are Monumental Motoplex and Crust Belt. You'll unlock the others for single race runs after you reach them in the Circuit. Of course, you can cheat your way to them, too.

CODE	RESULT
BURNDUP	BURN IT UP TRACK
TOPOCROS	GNOME SWEET GNOME TRACK
SNKEEYES	LET IT RIDE TRACK
LAUNCHIT	ROCKET GARDEN TRACK



When you're racing on the Burn It Up track, it pays to take the lead from the beginning. If you fall behind, you'll have to deal with fallen trees that the racers in front of you trigger.



The Let It Ride track is packed with small jumps on long straightaways. Select a rider/bike combination that gives you excellent landing skills.

UNLOCK FREESTYLE ARENAS

Freestyle events give you the chance to show off your ability to pull off tricks in quick succession. The Feel the Pane arena is available at the beginning of the game. Crash Pad and The Burbs become playable arenas after you peel through them in the Circuit.

CODE	RESULT
DREMHAUS	CRASH PAD ARENA
TRLRTRSH	THE BURBS ARENA



Unlike the first two freestyle arenas, the Burbs arena does not feature a lot of monster ramps. Make your way up to the unfinished highway and jump from one short ramp to the next.

CATCH A RIDE

Every rider in the game has one default bike and three unlockable bikes. Bikes not only contribute to a rider's stats, but they make certain tricks possible. Experiment with rider and bike combinations to get the stats and tricks that best suit your style of play—then hit the track and tear it up.

CODE	RIDER	BIKE
EYEDROPS	MIKE METZGER	BLOODSHOT
BRRRRRAP	MIKE METZGER	ROCK OF AGES
SEVENTWO	MIKE METZGER	RHINO RAGE
WHATEVER	BRIAN DEEGAN	MULISHA MAN
HEDBANGR	BRIAN DEEGAN	HEAVY METAL
WHOZASKN	BRIAN DEEGAN	DOMINATOR
OVENMITT	LEEANN TWEEDEN	HOT STUFF
STYLIN	LEEANN TWEEDEN	TREND SETTER
GOODLOOK	LEEANN TWEEDEN	SEDUCER
HEREIAM	STEFY BAU	AMORE
SPARKLES	STEFY BAU	DISCO TECH
TWONEONE	STEFY BAU	211
SUPDUDE	CLIFFORD ADOPTANTE	GONE TIKI
GOFLOBRO	CLIFFORD ADOPTANTE	ISLAND SPIRIT
STOKED	CLIFFORD ADOPTANTE	HANG LOOSE
KICKBUTT	MIKE JONES	BEATER
HORNS	MIKE JONES	LIL' DEMON
PLUNGER	MIKE JONES	FLUSHED
HEKACOOL	JESSICA PATTERSON	SPEEDY
LIGHTNIN	JESSICA PATTERSON	CHARGED UP
TONBOY	JESSICA PATTERSON	RACER GIRL
ALLSHOOK	GREG ALBERTYN	THE KING
PATRIOT	GREG ALBERTYN	NATIONAL PRIDE
NUMBER1	GREG ALBERTYN	CHAMPION



The third unlockable bike for each rider always offers the biggest boost in stats. Brian Deegan's Dominator, for example, gives the relatively slow rider a top speed that will put him at the front of the pack.



Some tricks require specific bikes. If you want to pull off a Dragonfly with Leeann Tweeden, you'll need her Trend Setter. Get big air, then press X+L+Y to perform the one-handed maneuver.

SUIT UP

As long as you have all the right moves, you might as well have the right look to back them up. Every rider in the game has a basic set of gear and two alternate sets that show off his or her personality. Your gear choice doesn't affect game play, but style does count for something.

CODE	RIDER	OUTFIT
HELLOOOO	MIKE METZGER	ECKO MX
BODYART	MIKE METZGER	ALL TATTED UP
RIPPED	BRIAN DEEGAN	MUSCLE BOUND
SOLDIER	BRIAN DEEGAN	COMMANDER
THINKPINK	LEEANN TWEEDEN	FUN LOVIN'
SPICY	LEEANN TWEEDEN	RED HOT
KIDSGAME	STEFY BAU	PLAYING JAX
WINGS	CLIFFORD ADOPTANTE	TIKI
NOSLEEVE	CLIFFORD ADOPTANTE	TANKIN' IT
BABYBLUE	MIKE JONES	BLUE COLLAR
BOXCARS	MIKE JONES	HIGH ROLLER
LAYERS	JESSICA PATTERSON	WARMING UP
NOT2GRLY	JESSICA PATTERSON	HOODIE STYLE
ILOOKGUD	GREG ALBERTYN	SHARP DRESSER
COMET	GREG ALBERTYN	STAR RIDER





If you're playing a two-player game in which both players select the same rider, you should give the twins two different sets of gear so you can tell them apart.

FULL FIELD

If you've been following our Freekstyle code coverage, you know the four codes that each give you one of four unlockable riders. You can put all of the riders on your team instantly by entering FULLHOUS as a code.

CODE	RESULT
FULLHOUS	UNLOCK EVERY RIDER





While it may be fun to unlock the riders individually, it saves time to bring them all on board with a single code.

VISITING HOURS

SPECIAL VISITORS SHOW UP IN YOUR VILLAGE ON SPECIFIC HOURS TO OFFER ITEMS, ADVICE AND ENTERTAINMENT. CATCH THEM WHEN YOU CAN.

You never know who is going to roll into your Animal Crossing town, but we can give you a few hints. Some special visitors show up once a week. Others appear randomly throughout the year. Officer Copper may tell you a day or two in advance that someone will be visiting your village, and he will alert you to his or her presence on the day of the animal's arrival. Every visitor shows up at a particular hour of the day and stays for a predetermined amount of time. Seek them out. Most of them will pass along, or sell, valuable items.

VISITOR	DAY	ARRIVAL	DURATION
JOAN	SUNDAY	6:00 A.M.	SIX HOURS
TOTAKEKE	SATURDAY	8:00 PM	FOUR HOURS
GULLIVER	RANDOM	6:00 A.M	18 HOURS
REDD	RANDOM	6:00 PM.	12 HOURS
WENDELL	RANDOM	6:00 A.M.	24 HOURS
GRACIE	RANDOM	6:00 A.M.	24 HOURS
SAHARAH	RANDOM	6:00 A.M.	24 HOURS
KATRINA	RANDOM	9:00 P.M.	24 HOURS



Keep up-to-date with Officer Copper. He'll tell you when some out-of-towners are about to visit, and he'll let you know when they have arrived.

ENTER THE TURNIP TRADE WITH JOAN

You can set your clock by Joan. She shows up every Sunday morning at 6:00 a.m. and offers to sell turnips at a reasonable price. While you may not have a particular need for 10, 50 or even 100 turnips, you can make a boatload of Bells if you sell them to Tom Nook. Select the Other Things menu when Tom asks you if you need any assistance, then tell him that you want to sell turnips. Tom doesn't buy turnips on Sundays and he won't buy a batch that is a week or more old. Check with him over the course of the week and sell the turnips to him when he offers a good return on your investment.



You'll find Joan, a boar, wandering around town on Sunday mornings. Buy turnips from her, then sell them to Tom Nook during the next week.

TUNE IN TO TOTAKEKE

Guitar-slinging canine Totakeke appears as K.K. Slider for a concert at the train station every Saturday night. You'll find him there between 8:00 p.m. and midnight. When you talk to the musical mongrel, he'll ask you if you have any requests. If you don't tell him to play a specific tune, he'll pick one of his favorites. After he's done playing, he'll give you a tape of the tune. His repertoire is listed below. He'll play "K.K. Song," "Two Days Ago" or "I Love You" only if you request them.

TOTAKEKE'S SET LIST

ALOHA K.K.	K.K. ETUDE	K.K. SONG
CAFE K.K.	K.K. FAIRE	K.K. SOUL
COMRADE K.K.	K.K. FOLK	K.K. STEPPE
DJ K.K.	K.K. FUSION	K.K. SWING
GO K.K. RIDER!	K.K. GUMBO	K.K. TANGO
I LOVE YOU	K.K. JAZZ	K.K. TECHNOPOP
IMPERIAL K.K.	K.K. LAMENT	K.K. WALTZ
K.K. ARIA	K.K. LOVE SONG	K.K. WESTERN
K.K. BALLAD	K.K. LULLABY	LUCKY K.K.
K.K. BLUES	K.K. MAMBO	MR. K.K.
K.K. BOSSA	K.K. MARCH	ONLY ME
K.K. CALYPSO	K.K. PARADE	ROCKIN' K.K.
K.K. CASBAH	K.K. RAGTIME	SENOR K.K.
K.K. CHORALE	K.K. REGGAE	SOULFUL K.K.
K.K. CONDOR	K.K. ROCK	SURFIN' K.K.
K.K. COUNTRY	K.K. SAFARI	THE K. FUNK
K.K. CRUISIN'	K.K. SALSA	TWO DAYS AGO
K.K. D & B	K.K. SAMBA	
K.K. DIRGE	K.K. SKA	



Take off for the train station on Saturday night and give K.K. Slider a listen. He'll play your requests. Just don't ask him to perform "Freebird."

REVIVE GULLIVER

A seafaring gull named Gulliver washes ashore once a week, on random days. He'll appear at 6:00 a.m. and leaves at midnight. If you find him and wake him up between those hours, he will tell you a story about his life at sea then offer you an unusual, exotic gift. None of Gulliver's 21 gifts are available anywhere else. They include the Tiger Bobblehead, the Mouth of Truth, the Compass and the Tokyo Tower. You can hold onto them as keepsakes or sell them to Tom Nook.

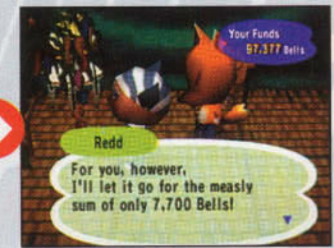


Gulliver will give you a gift after you find him on the shore.

BARTER WITH REDD

When Crazy Redd is about to hit town, he'll send you a letter that notes the date and time of his arrival. You'll also learn of his imminent visit from Officer Copper. The exuberant fox will set up a tent for 12 hours and offer to sell you items at outrageously expensive prices. Some of Redd's items are available at Tom Nook's store for a quarter of the price. Others will be available in Tom Nook's catalog only after you have purchased them from Redd. He sells a total of 67 exclusive items. They include the Amazing Painting (7,840 Bells), the Backyard Pool (3,960 Bells), the Tinpano Drum (8,400 Bells) and three NES games.





Look for news of Redd's arrival, then go to his tent to buy overpriced items. The number of unique items that Redd has to sell will be high if you have paid attention to feng shui in furnishing your house.

WALLPAPER FROM WENDELL

A wallpaper-loving walrus, Wendell, appears for a full day on random occasions. Copper will clue you in on when Wendell will visit and where he will be staying. When you catch up with Wendell, offer him a fish. He will give you wallpaper. Wendell brings three different rolls of wallpaper with him on every visit. He has a total inventory of 18 varieties.



Give a fish, get a wall covering.

FASHIONS BY GRACIE

Most visitors take the train to your village. Gracie, a giraffe, drives a stylish automobile. She'll ask you to buff her car. If you do a great job, she'll give you one of 29 original pieces of clothing. Add the item to your collection or sell it for big Bells.



When Copper starts to complain about illegal parking, you'll know that Gracie is in town. Polish her car for a fashion reward.

EXCHANGE CARPETS WITH SAHARAH

Chic carpet saleswoman Saharah offers you an exclusive carpet in exchange for any roll of carpet and some Bells. During your first carpet exchange with Saharah, she will ask for 2,000 Bells in addition to the roll of carpet you're giving up. On subsequent transactions, her price will go up. Tom Nook won't offer you a great price for Saharah's carpets (considering what you will pay for them) so you should make sure that you want the carpet for yourself—not to turn a profit.

SAHARAH'S CARPETS

ANCIENT TILE	CONCRETE FLOOR	SAHARAH'S DESERT
BASEMENT FLOOR	DAISY MEADOW	SAND GARDEN
BOXING RING MAT	LUNAR SURFACE	SANDLOT
CHESSBOARD RUG	MOSSY CARPET	SIDEWALK
CLASSROOM FLOOR	MUSIC ROOM FLOOR	TROPICAL FLOOR
CLOSED ROAD	OFFICE FLOORING	WESTERN DESERT





Saharah appears in your town for a full day, on random occasions. If you give her a carpet and an escalating amount of Bells, she will give you a rare and unusual carpet in return.

LUCKY CAT KATRINA

A mysterious fortune-teller appears in your village periodically. Give Katrina 50 Bells for a reading. If she gives you a normal fortune, you can get another 50-Bell reading. If she gives you one of the special fortunes listed below, she will close up shop for the day. Some of Katrina's special fortunes have fortunate effects—they give you the chance to collect Bells or rare items at an increased rate.

FORTUNE	EFFECT
LOVE	SOME VILLAGERS WILL TAKE A LIKING TO YOU.
UNPOPULAR	VILLAGERS WILL ACT COLDLY TOWARD YOU.
LUCKY FINANCES	YOU'LL EARN AND FIND MORE BELLS.
LUCKY MATERIALS	YOU'LL ACQUIRE MORE RARE ITEMS.
UNLUCKY	YOU'LL FALL DOWN MORE.



You can keep paying Katrina 50 Bells for fortunes until she offers you a special reading. After that, you'll have to wait for her next visit.

SMUGGLER'S RUN: WARZONES — GCN

COUNTERMEASURE COLLECTION — CODE

GIVE YOUR VEHICLE INFINITE COUNTERMEASURES ON THE RUN

When you're crossing hostile lands with questionable cargo, it pays to have a loaded vehicle. You can give your car an unlimited supply of countermeasures, even if you haven't unlocked them yet, by keying in a midmission code. Press Start to pause the action, then press Y, Y, Y, X, X, Z and Z. A sound effect will confirm correct code entry. Press Start to resume play, then press the X and Y Buttons to trigger your countermeasures. Every time you start a new level, you'll have to enter the code to get another load of special equipment.

CODE	RESULT
Y, Y, Y, X, X, Z, Z	INFINITE COUNTERMEASURES





Pause the action, enter the code, then resume play and use your new countermeasures to outmaneuver the competition.

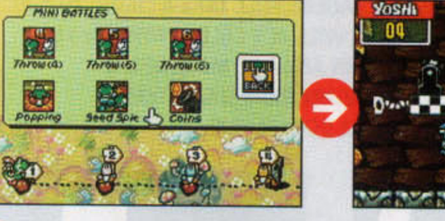
YOSHI'S ISLAND: SUPER MARIO ADVANCE 3 — GBA

MINIBATTLE MAYHEM — CODE

ACCESS ANY MINIBATTLE INSTANTLY FROM THE STAGE SELECT SCREEN.

A mysterious message block on the other side of a secret door in World 5-4 will tell you about a code that unlocks every minibattle in the game. But you don't have to hit the message block to activate the code. On the level selection screen, press and hold the Select Button, then press L, L, B, A and R. The level selection interface will switch over to a minibattle selection interface. If you want to see the message block for yourself, enter the door to the left of the World 5-4 starting point and use a Winged Cloud Maker item to transform a Chain Chomp. A door to the room that holds the message block will appear.

CODE	RESULT
HOLD SELECT, PRESS L, L, B, A, R	UNLOCK MINIBATTLES







Enter the code on the level selection screen to bring up a complete list of minibattles. Select your battle and fight.

SEND YOUR CLASSIFIED INFO TO CLASSIFIED@NINTENDO.COM

OR MAIL TIPS TO: NINTENDO POWER CLASSIFIED INFORMATION P.O. BOX 97033 REDMOND, WA 98073-9733

AGGRESSIVE INLINE — GCN

EXTREME CLASSICS — CODES

Z-AXIS GIVES A NOD TO TWO CLASSIC CODES AMONG A FIELD OF NINE FEATURE-UNLOCKING AND ATTRIBUTE-ENHANCING CHEATS.

If you know your old-school game cheats, you're familiar with the famous Konami code and the infamous JUSTIN BAILEY password that has become a Metroid legend. The developers of Aggressive Inline at Z-Axis are fans of classic codes—something they've shown by incorporating the classics into their rocking blader. The game's executive producer, Shawn Rosen, acknowledges the code tribute by saying, "It's our way of paying homage to the greats of yesteryear." You'll find the cheat-input interface in the Options menu. It includes letters, numbers and directional arrows. You'll use the directional arrows to input some of the cheats, such as the Konami code, which opens all of the levels and all of the themes for the Park Editor. Following successful code entry, the interface will close and the code will take effect.

UNLOCK SKATERS AND AREAS

Give yourself free reign over every area in the game, and skate them with any of seven secret characters.

CHEAT	UNLOCK
↑↑↓↓←→←→BABA	ALL LEVELS AND PARK EDITOR THEMES
↓→→↓←↓←↓→→→	ALL UNLOCKABLE CHARACTERS
SKELETON	ALL KEYS





Normally, you'd have to find a key to unlock a secret area in each level. With the SKELETON code, you'll have all keys from the beginning.

UPGRADE YOUR SKILLS

In Metroid, the JUSTIN BAILEY password gives you supercharged Samus Aran. In Aggressive Inline, it gives your characters perfect one-handed balance.

CHEAT	RESULT
JUSTIN BAILEY	PERFECT HANDPLANT BALANCE
BIGUPYASELF	PERFECT GRIND BALANCE
QUEZDONTSLEEP	PERFECT BALANCE ON MANUALS
BAKABAKA	LARGE JUICE METER
←←←←→→→→←→←→↑	ADVANCED SPINNING SKILLS
↑↓↑↓←→←→ABABS	ADVANCED WALL RIDE SKILLS





As long as you don't try to move left or right, you'll be able to sustain a trick for a long time with any of the perfect-balance codes.

YOU HAVE 60 SECONDS TO SAVE THE WORLD. GO.

60:

You'll need a car, a very fast car, tick a V12 Vanquish with tons of gadgets,

enough gadgets, tock to help you blow up a space station, or jump out of a plane and tick stop a secret military force, before breaking into Mayhew's estate,



or, engineering a rooftop escape from Phoenix International's Tokyo office tock then exiting a burning gondola tick in the alps all in time to rendezvous tock with secret agents Zoe and tick Dominique

but don't pat yourself on the back tock too much because tick that was only one minute, and there are still 1,400 left in the day tock.

Sixty seconds of Bond's world. It's more than most people do their entire life.



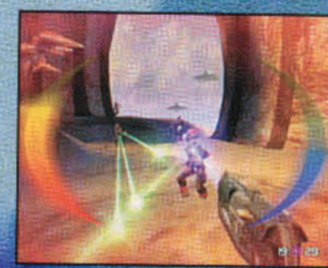




eagames.com

WHO NEEDS FRIENDS WHEN YOU CAN TAKE OUT THE SCUM OF THE UNIVERSE ALL BY YOUR LONESOME?







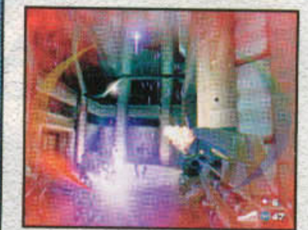

GOT TIME FOR A STORY?

Last month, we gave you an in-depth look at the massive multiplayer options in TimeSplitters 2 for Nintendo GameCube, and this month it's time to take on Story Mode. The team at Free Radical has gone out of its way to create a game that can challenge even the most hard-core FPS lovers, but our tips are sure to help you win the day.

STORY MODE

You have two options in Story Mode—you can either confront hordes of enemy forces as a solo mercenary, or team up with a friend to save the universe in tandem.

DIFFICULTY LEVELS



There are three difficulty levels in TS2—Easy, Normal and Hard. Normal Mode is tough enough to make sweat break out on your forehead, while Hard Mode will probably leave sweat stains on your favorite couch.

COOPERATIVE MODE



If you want a bit of assistance in Story Mode, grab a buddy and start blasting. Some of the mission objectives change slightly with two players, but the layout and enemy hordes remain pretty much the same.



Violence

1990: Siberia

Siberia is a cold, unforgiving environment under the best of circumstances, and it becomes even more foreboding when an alien army sets up shop. Infiltrate the military base and take out the mutant masses to save the day.

LEVEL OBJECTIVES

MAIN OBJECTIVES

1. Deactivate the communications dish
2. Burn all evidence in the filing cabinets (5)
3. Take out the autoguns
4. Get the computer disk
   - Investigate the secret digging site
   - Restore Power - Added
   - Retrieve the Time Crystal
   - Destroy the Biohazard Container
5. Destroy the helicopter on top of the dam

TOP OF THE WORLD, MA!



You can't reach the top of the dam until you've restored power to the elevators. The switch is far away, so you must fight you way back once the power is on. Watch out for flaming zombies. If they touch you, run to the shower.



1 Snipers lurk in the dam's upper floors. After taking out the first one, get some mines by dropping in from the roof a the small building. Use the mines to destroy the satellite dish on top of the communication building.



2 Your secondary objective is to burn evidence in five file cabinets. Open the cabinets, then use a Flamethrower or Mine to toast the paperwork w ithin. Since it's a secondary objective, you don't have to do it.

3 There are a pair of miniguns guarding the computer room. Before you access the room to restore power to the elevators, destroy the guns with a couple of Mines. You can also use a gun if you're low on explosives.



4 The computer disk that restores power is inside a room chock full of zombies. Pick up the disk, then use your Shotgun to take out the living dead. One shot to the head is sufficient.



5 The boss of Siberia is an attack helicopter. Jump into a stationary gun and start blasting as soon as the copter appears. Be sure to watch for foot soldiers. You can launch rockets at your foe with the Z Button.

1932: Chicago

The seedy underbelly of Chicago in the 1930s is your next stop. Gangsters and gunmen hide around every corner, and fierce aliens await at the end of the level. Luckily, you have a trusty Tommy Gun (or two) to even the odds.

LEVEL OBJECTIVES

MAIN OBJECTIVES

1. Drain the whiskey barrels (4)
2. Prevent Tony's brother from escaping
   - Rendezvous with your informant
3. Protect Marco - Added
4. Obtain the Nightclub Pass Card
5. Get into the club
   - Eliminate Big Tony
   - Retrieve the Time Crystal
   - Escape through the Time Portal

AN EXCLUSIVE MEMBERSHIP



Big Tony's club is well guarded, so you'll need some extra firepower. When you enter the club, go behind the large window and look for a second Tommy Gun. You can take out Tony and his henchmen in no time with the dual weapons.



1 Use your Vintage Rifle to snipe both gangsters and whiskey barrels. You can shoot through windows, though the sound may attract unwanted attention. If you shoot the barrels, aim low so the hooch drains out.



2 Tony's brother tries to escape in a car. Blast a nearby thug and get his Tommy Gun. When the car appears, stay in front and aim for the tires. It won't run over you, but thugs can shoot you if you attack from the side.



3 Use a pay phone to contact Marco, then escort him to his home. When protecting Marco, you'll need to keep a sharp eye out. Gangsters snipe from overhead positions and thugs attack from both ends of the street.



4 Once you're inside the building that contains Tony's safe, look for Armor underneath a mattress. Use Marco's dynamite to blow the safe wide open, but don't stand too close or you'll take damage.

5 To enter Tony's fenced-off club, first call a cab from a pay phone. When you see the cab approach the fence, wait for it to open, then slip inside. Use the taxi as cover while you take out the remaining baddies.

1895: Notre Dame

Notre Dame Cathedral may be a popular tourist destination in 2002, but in 1895 it was home to huge stone statues and sewer zombies. Or so it would seem . . .

LEVEL OBJECTIVES

MAIN OBJECTIVES

1. Make your way up to the cathedral
2. Rescue the maidens
3. Retrieve the Time Crystal
4. Help the hunchback escape with the maiden
5. Fight off the portal demon

Escape to the roof of Notre Dame
Eliminate Jacque de la Morte
Escape through the Time Portal

GET A LOCK ON POOR OLD JACQUE



The boss of Notre Dame is Jacque de la Morte. When you reach the roof, move slowly and plug any zombies and aliens you see. Once Jacque appears, use the Shotgun. Fire shots one second apart—he won't even draw his gun.



1. When you reach a room filled with wine barrels, go easy. The door at the far end of the room will explode, and flaming zombies will come through it. Aim for the head or hide and let the ghouls burn themselves out.



2. When rescuing maidens, it's important not to let them get cornered by zombies. Free the ladies by running up to them and pressing the A Button, then stay close until they escape. Concentrate on one prisoner at a time.



3. Four undead priests are waiting in the main cathedral. Sneak up on them, then shoot them while their backs are turned. The Time Crystal is located on a pedestal in front of the priests.



4. The last maiden is hanging from the ceiling. Once you've freed her, run back down and stand next to her. Her boyfriend, a hunchback, will help protect her. Let him do the work—fire only if a zombie is about to reach the girl.

5. The Portal Demon is a giant statue that fires blue flame from its eyes. Aim for the head of the creature and use your pistols. Zombies will also approach you from behind—take them out when they get too close.

2280: Return to Planet X

The thumping techno music of Planet X is just the thing to get you ready for a huge firefight. There are two different alien breeds on the planet, and while they hate each other, they hate you even more. Let them fight each other whenever possible, but never let your guard down or they'll turn on you next.

LEVEL OBJECTIVES

MAIN OBJECTIVES

1. Make your way to the beach
2. Repel the beach attack

Locate the crashed UFO

3. Fight off the UFO raid
4. Shoot down the escaping UFOs
5. Watch out for the ambush

Retrieve the Time Crystal
Escape through the Time Portal

ABANDON SHIP



The Time Crystal is inside a UFO. When you try to retrieve it, powerful aliens will appear and launch lightning at you. Grab the crystal as quickly as possible, then run for the portal. If you're cornered, use grenades to break free.



1. The Sci-Fi Handgun fires laser bullets that ricochet off walls and other surfaces. Use the gun to shoot around corners and take out enemy soldiers with ease.



2. When aliens storm the beach, it's time for a bigger gun! Hop into one of four stationary cannons and blast away. Take out large groups of foes by firing rockets with the Z Button.



3. When fighting off the UFO raid, the safest place to stand is underneath the ship. Since the UFO fires lasers at the attackers, you don't want to get fried by accident.



4. There are two antiair guns that you can use to shoot down the UFOs. Take the gun on the left, then aim for the horizon just above the mountains. Keep firing—you have infinite ammo.

5. Just before you reach the Time Crystal, a door will open in the ceiling and reveal attacking aliens. Use the Sci-Fi Pistol or grenades to teach them some Terran hospitality.

2019: NeoTokyo

Stealth and secrecy are required to compete in the world of Neo Tokyo. The first part of the mission requires you to follow a target without being seen, but the second is a good old-fashioned shoot-out.

LEVEL OBJECTIVES

MAIN OBJECTIVES

1. Follow the hacker to the research facility
2. Get the access code
3. Gather evidence of TimeSplitter research
4. Upload evidence to police server
5. Turn off the TimeSplitter machine

Retrieve the Time Crystal
Escape through the Time Portal

TO THE ARCADE!



The Time Crystal is located in the arcade, and it's well guarded. After you send info to the police, run for the arcade. If you are hurt, an old man will heal you. You can find him down a side corridor that's near the monorail.



1. Don't let the hacker leave your sight, but don't get too close. Use the uplink to see camera activity. Once you know the level well, you can simply jump off the monorail, run to the hideout and wait for the hacker to arrive.



2. Wait for your target to drop a force field, then duck into the room that she exited. Watch out for her friend—wait for him to follow her before you proceed. Use the third security camera to learn her access code.



3. Once you find a camera of your own, use it to take pictures of blueprints and an experiment. To photograph the science project gone wrong, look into windows until you see an alien strapped to a chair.

4. There are two miniguns mounted to the ceiling inside the hideout. Once you download the info to the police, they will become active—so save yourself some trouble and take them out BEFORE you send the info.



5. To shut down the TimeSplitter experiment, run into the room and throw the switch on the right-hand side. Dodge the lightning bolts that the alien fires, and be ready for an ambush as soon as you exit the room.

1853: Wild West

So, this is how the west was won! You'll need the sharpshooting skills of Annie Oakley and the mean attitude of Clint Eastwood if you want to leave town alive.

LEVEL OBJECTIVES

MAIN OBJECTIVES

1. Destroy the wanted posters of Ramona (5)
2. Rescue Ramona from jail
3. Rescue the cowgirl in burning barn
4. Eliminate the colonel
5. Retrieve the Time Crystal

Escape through the Time Portal

RIDING THE RAILS



After you open a path to the Time Crystal by pushing the explosive cart, walk on the tracks and enter a cave. When you get the crystal, enemies will appear—run past them, then jump to a lower platform and find the portal.



1. There are five wanted posters scattered throughout the town. To rip them down, walk up to them and press the A Button. Don't forget about the poster inside the saloon—it's at the far end of the bar.



2. To free Ramona from jail, push the dynamite cart next to the cell wall then use TNT Powder to create a trail from the cart to the wooden crates in the corner of the yard. Shoot the crates, then stand back!



3. An attractive cowpoke is trapped in a burning loft, so take a moment to save her bacon. Shoot the underside of the water barrels to put out the flames and become a hero for a day.



4. The colonel and his men are tough hombres, but no match for a pair of Garrett Revolvers. Ignore the henchmen and run after the colonel. When you get close, open fire with both barrels.



5. The switch house contains a lever that will move the railroad tracks. You must pull the lever to shift the track and let the explosive cart go on its merry way. After pulling the lever, go back to the mine and push the cart.

1972: Atom Smasher

A dashing secret agent (no, not Bond) is being held inside a madman's island fortress. You must convince scientists to deactivate five bombs, then eliminate the evildoer himself. Time is short, so move quickly.

LEVEL OBJECTIVES

MAIN OBJECTIVES

1. Escape the laser chamber
   Activate the reactor
2. Defuse the bombs (5)
3. Put out fires to open doors
4. Use a magnet to grab a bomb
5. Retrieve the Time Crystal
   Eliminate Khallos

DON'T BE COLD AND KHALLOS



The boss, Khallos, attacks with dual machine guns and is backed by a nasty alien platoon. Blast Khallos, then run into the reactor room and throw three switches. After the reactor is online, run for the portal.



1 You begin the level unarmed—use security guns to make life easier. Activate the cameras, then use the guns to clear the hallway of guards. Make sure that you deactivate the gun before you leave the room!



2 Though you're a suave spy, you don't have the smarts to defuse a bomb. There is a scientist near each bomb, however. Clear a room of enemies, then speak to the techie to make the bomb harmless.



3 Some doors won't open until a nearby fire is out. Grab a fire extinguisher from the wall (there are lots of them) and spray the fire until it's out. Don't stand too close or you'll catch on fire as well.



4 One bomb is on a cart that is moving back and forth. Active the camera, then use the Control Stick to move a magnet until it's over the bomb. Pick up the bomb, then drop it in the bin to the right.

5 At one point, you have to cross a pipe that is leaking steam. Wait for the steam to subside before crossing the pipe. When you reach the other side, hit the fire alarm to active the sprinklers and clear a path.

1920: Aztec Ruins

This is no jungle boogie. It's a terrifying tropical land that's filled with stone golems, angry natives and a whole bunch of fast, sneaky, angry, frustrating killer monkeys.

LEVEL OBJECTIVES

MAIN OBJECTIVES

1. Eliminate Jungle Wood Spirits
2. Solve the pillar puzzle
3. Open the temple doors
4. Find the Lost Temple
5. Defeat the Golems
   Retrieve the Time Crystal

GROUND THE GOLEMS



When you reach a bridge, use the rifle to shoot six Death Masks. You must shoot them when you see their glowing, red eyes. After that, use the Grenade Launcher to blow a trio of Stone Golems back to the, er, Stone Age.



1 You can light crossbow bolts on fire by placing the crossbow next to a torch or other flame. The Crossbow can hold only four bolts at a time. Once you fire all four, you must light the weapon anew.



2 Pillars present a puzzle in the Aztec Ruins. You must turn the pillars so that each symbol is facing the same symbol on the other side. The symbols must match on every side that faces another pillar.



3 After you pull the switch to open the hidden temple, you must pass through a gauntlet of grenade-hurling monkeys. They are both fast and accurate, so your best strategy is to run past them.



4 You need to find another switch to open the lower area of the hidden temple. Natives will take potshots at you as you run around. Try to eliminate them from a distance—they can unload multiple bolts up close.

5 Some golems must fall through the floor. Find a large, discolored panel on the floor, then find a smaller one nearby. The small ones are triggers that open the large panels. Lead a golem to the trap, then open it.

2315: Robot Factory

The Robot Factory is the hardest area in the game. The best strategy is to keep moving at all times—a moving target is harder to hit. You can also take the opposite approach and sneak through the factory, taking out one bot at a time.

LEVEL OBJECTIVES

MAIN OBJECTIVES

1. Use grenades and ricochet shots at robots
2. Gain access to the inner processing area
3. Locate and collect the ElectroTool
4. Overload energy nodes with the ElectroTool
   Use Rail Guns to eliminate foes
5. Find the factory core
   Overload the last node and prepare for a fight
   Defeat the Machinist
   Retrieve the Time Crystal

SOMEONE CALL A MECHANIC



The Machinist is a bizarre mutant who controls a giant robot. Use a charged-up ElectroTool to eliminate the bad boy. Stay as far away from him as possible—his robot has lots of sharp and pointy ends that can destroy you in one hit.



1 Factory robots pop out from behind object and attack. Lay down a steady stream of fire and launch a few grenades to put them in their place. If you can find a Sci-Fi Handgun, try shooting around corners.



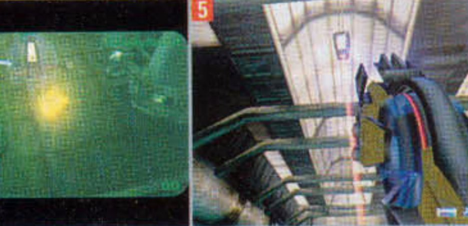
2 Before you can move deeper into the factory, you must extend a bridge to the other side. You'll find armor and grenades near the extended bridge—take them both.



3 There are a number of devices called "Nodes" inside the factory. Use the ElectroTool to destroy each one, then prepare for an ambush. Note: The ElectroTool is a great weapon to use on bots.



4 If you can take control of a Rail Gun, use it to lead enemies into an area, then blast them all at once. Rail Guns are also a good way to see who or what might be waiting around the next corner.



5 After destroying the last Node, you'll have a massive fight on your hands. Stand back and use the Rocket Launcher or ElectroTool to dispatch your foes. There is armor on the lower level, but it's hard to reach.

2401: Space Station

Escaping from a self-destructing space station should be a walk in the park after the Robot Factory. If you can make it out before the ship blows, consider yourself a TimeSplitters 2 master.

LEVEL OBJECTIVES

MAIN OBJECTIVES

1. Activate the self-destruct sequence
2. Make your way to the elevator
3. Get the enviro suit and shield
4. Shoot down the TimeSplitter's ships
5. Escape from the space station

FIGHTING IS NEVER A SOLUTION



Though some fights are unavoidable, you can save a lot of time if you run past your foes. On your way to the escape ship, you must take a lengthy elevator ride. The game isn't stuck—it's just a long way to the bottom.



1 You can find armor and grenades on the second floor. Once you have them, head for the main computer and activate the self-destruct. You will start a countdown timer, so get running!



2 Evil aliens occasionally pop out of the woodwork and attack. Press necessary switches as fast as you can, and engage in a firefight only if you're cornered or waiting for an elevator to arrive.



3 After you exit the elevator from the second floor, turn right to get more armor and an environmental suit. Once you have the suit, head left and out the airlock. Don't worry, the suit will protect you.



4 Planet X isn't the only place to shoot down UFOs. You must take out an attacking enemy fleet or your escape ship will never make its getaway. The timer never stops, so blast the ships as fast as you are able.



5 The final leg of the trip will have you bobbing and weaving to avoid autogun fire. If you have time, shoot out the guns. If not, avoid them as best you can. Pick up the minigun in the hangar before you leave.

COOPERATIVE STORY MODE

While most of the missions remain largely the same in Co-Op Mode, your strategy will be very different. Talk to your partner often and don't be afraid to take a brief break to plan out strategy.

1990: SIBERIA



Snipe Hunt

Siberia contains extra remote-controlled sentry guns when you play in Co-Op Mode. While one player runs to grab the missing computer disc, the second should use the guns to plug wayward zombies.

1932: CHICAGO



A Barrel of Fun

Sometimes, enemies will sneak up on you while you're doing something else. While one player accomplishes small tasks (such as shooting whiskey barrels or calling for the taxi), the second player should stand sentry and cover his or her back.

1895: NOTRE DAME



Blasting the Guardian

A little cooperation can go a long way. When fighting the portal guardian, assign one player to focus on the stone beast while the second player takes out approaching zombies.

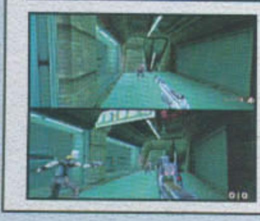
2280: RETURN TO PLANET X



Two Guns Are Better than One

You'll have a better chance of shooting down escaping UFOs if both players man an antiair gun. The player on the right should aim his gun between the mountains, while the one on the left aims over the horizon.

2019: NEO TOKYO



Sneaky Spies

You'll be very happy to have a friend when trying to escape from Neo Tokyo, but it can make sneaking around difficult. Since only one player has the Temporal Uplink, you'll need to keep talking and let your buddy know where you're headed next.

1853: WILD WEST



Bail Me Out!

At the beginning of the Wild West area, one of you will be free while the other is in jail. Release your friend from the hoosegow the same way you freed Ramona in single-player mode, then join up and eliminate the colonel and his men.

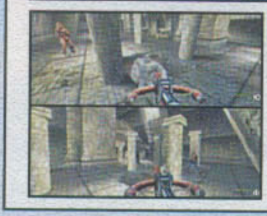
1972: ATOM SMASHER



Simply Smashing

The Atom Smasher level is perfect for multi-player action. In the initial levels, have one player guard scientists while the other blasts baddies. At the end, one can take out Khallos while the other activates the reactor.

1920: AZTEC RUINS



Where Does This Door Go? Noooooooooooo!!!

It's easy to send golems plummeting to their doom when you have help. One player can lead the creatures to the trapdoors, while the other stands near the triggers. Don't drop your friend down there!

2315: ROBOT FACTORY NP



Get Your Factories Straight

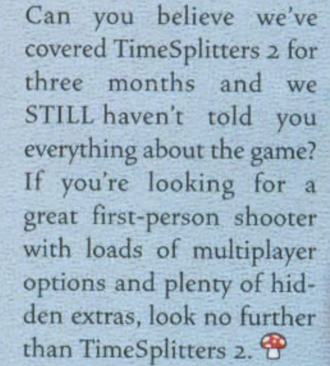
The good news: The Robot Factory is easier with a friend. The bad news: It's still really hard. Run inside with guns blazing and hope that both of you can walk out alive.

2401: SPACE STATION



Room for Two?

If you keep up with the person in the lead, you should be fine. Make sure that both players grab an environmental suit before fighting off the invading aliens, or you'll have a bad surprise when the airlock opens.



EXCUSE ME, DO YOU HAVE THE TIME?

Can you believe we've covered TimeSplitters 2 for three months and we STILL haven't told you everything about the game? If you're looking for a great first-person shooter with loads of multiplayer options and plenty of hidden extras, look no further than TimeSplitters 2.




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The Crossing Guardian

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Mystery Meet 'n' Greet at Harvest Fest!

Always on the lookout for ways to make holidays more flavorful, Tortimer has used his mayoral powers to bring a supersecret guest to the Harvest Festival this year. The Crossing Guardian wonders who the visitor could be and hopes that Tortimer has made a tasteful choice. Get ready to feast with the big guest on November 28, 2002!

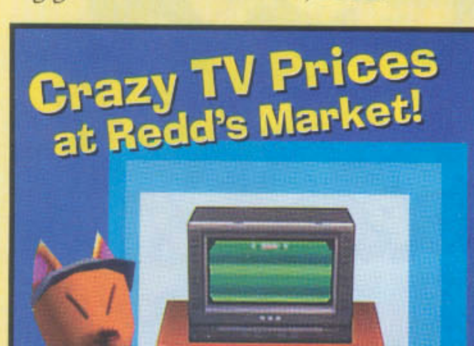


Mayor Seeks Silverware

The banquet is the centerpiece of the Harvest Festival, and Tortimer has his work cut out for him. It's the biggest gobblefest that the mayor has helped organize. Since the big day is usually a total zoo—nothing draws a crowd of animals like free food—Tortimer's getting ready for the big day by collecting enough cutlery for everyone.



Crazy TV Prices at Redd's Market!



Need a wide-screen TV? Come on down! No one sells 'em cheaper!

Dog Jams a Howling Success

Are things too quiet around the house? Step out and see the wandering woofster, K.K. Slider, who opens his yap on Saturday nights at the train station. He's gotten raves from rabid fans all over the map. Poodlio from Piddley writes, "You gotta request The K. Funk from K.K. You'll be yelling, 'Get down, dog!'" Whatever kind of tunes make you bay at the moon, Slider sings it, whether you two-paw to country or shake your tail for technopop. The word on the street? K.K. sends you off with more than a spring in your step, so catch his act!



Warm Fuzzies for Local Officers

Does Officer Copper ever take a donut break? Ever not have a map for visitors passing through town? Ever slouch? Not Copper—and The Crossing Guardian would know. We get all of our dish from the loyal dog. And does his sidekick, Officer Booker, ever question us when we shop for free at his lost and found? Never! Show your appreciation of our barks-in-blue on November 11, when we'll celebrate Officer's Day at the Wishing Well. You'll be glad you did your duty.

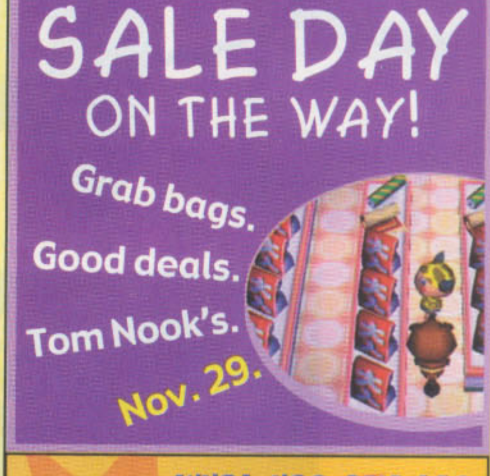


Ready for Chip's Dip?

Break out your bobbers and fire up those fishing poles—the Fall Fishing Tourney is back for the month of November. Every Sunday, the busiest beaver ever, Chip, will be down at the lake, eager to measure all the bass that contestants can catch. If you happen to submit the largest bass on a Sunday, you'll win a special prize from Chip. Every Sunday, the buck-toothed host will have more prizes to give away, so keep on anglin'!



Last year's Fall Fishing Tourney winner: WurmGurl got up extra early and caught the biggest bass!



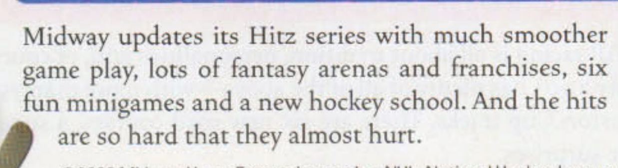



THE SPORTS REPORTS

HOCKEY · BASKETBALL · RACING · SURFING · FOOTBALL · BOXING

THIS MONTH, THE SPORTS REPORTS LOOK AT SEVERAL WINTER SPORTS GAMES AND ONE THAT RECALLS SUMMER'S FADING MEMORY.

NHL HITZ 20-03



Midway updates its Hitz series with much smoother game play, lots of fantasy arenas and franchises, six fun minigames and a new hockey school. And the hits are so hard that they almost hurt.



GET TIPS, SKATE HARD, KICK BUTT









Before you take to the ice for a full-on, four-on-four brawl, you should master the basics of the game. Spend some time honing your skills in the new Training Mode, which is "taught" by the NHL's winningest coach of all time, Scotty Bowman. Then try your hand at playing a range of NHL, national and fantasy teams in Franchise, Season and Tourney Modes.

MINICHALLENGES

THREE IN A ROW



The game is just like tic-tac-toe. Get three in a row while blocking your opponent's shots.

OWN THE ICE

Own the Ice requires you to play keep away and gives you a chance to practice your dekeing skills.

KING OF THE RINK

It's all about old-time, smash-mouth hockey—only with a shark, an alligator, a bull and a knight.

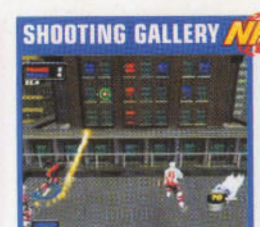
KEEP AWAY

Keep away—the name says it all. Use checks and blocks to regain the puck when you lose it.

SHOOTOUT

Skate right, skate left, spin—shoot. When goaltending, wait until the last moment to commit.

SHOOTING GALLERY



Make crisp passes and fire as soon as you're open and beyond the shooting line.

THROW DOWN

When a player takes a cheap shot at an opponent, off come the gloves. NHL Hitz 20-03 puts you right in the middle of the melee. Goon it up before you and your battered foe both end up in the penalty box. Punch high, punch low and grab for extra damage.

AS SMOOTH AS ICE

The only thing missing from NHL Hitz 20-03 is a Zamboni race minigame. If you get tired of playing actual teams on realistic-looking, buttery-smooth ice, try your hand at roller hockey on a pirate ship—using undead or clown skaters. The game offers a dazzling range of matchups, venues and options.





NASCAR THUNDER 2003



NASCAR racing is all about tradition, personalities and, of course, the cars. NASCAR Thunder 2003 has plenty of all of the above—with more than 75 drivers, 125 cars and 23 Winston Cup tracks. There are six new road courses, a superspeedway and some historic surprises.

THE MEN AND THEIR MACHINES






Lightning Challenge Mode includes more than 30 driving scenarios from real NASCAR events—all of them affected the outcomes of actual races. Your goal is to rewrite the course of history and make it to victory lane. The challenges not only teach various driving skills but include instructive and frequently humorous film clips of the drivers who were involved with the real-life races.

LIGHTNING CHALLENGE MODE

PAY AT THE PUMP

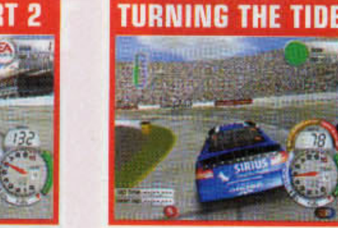
Race as Jerry Nadeau and try to conserve enough fuel to take the checkered flag at the NAPA 500.

FREEDOM PART 2



Race as Casey Atwood and try to fend off Bill Elliot to earn a victory at the Homestead 400.

TURNING THE TIDE



Battle with Dale Jarrett to help Ricky Craven win the Old Dominion 500 at Martinsville Speedway.

WORST TO FIRST



Help Ryan Newman go from the back of the pack to the top of the heap at Lowe's Motor Speedway.

WRECORD



Driving as Jeremy Mayfield, avoid a near-certain smashup at the Pontiac Excitement 400.

THE BIG ONE



Drive as Mike Skinner and avoid damage at Talladega. Complete a lap unscathed to finish the challenge.

HOT-LANTA



Hold off Dale Jr. and Jimmie Johnson to earn victory for Tony Stewart in the MBNA America 500.

I'LL REMEMBER THIS



You've got worn tires, Jimmy Spencer in front of you and Ricky Rudd behind you. Win it for Kurt Busch.

SMOKIN'



Pass Ryan Newman and help Johnny Benson cruise to victory at The All-Star Open at Lowe's.

BURN, BABY, BURN



Hold off Jeff Gordon in Atlanta to secure Kevin Harvick's first career NASCAR win.

RACE LIKE THE PROS

In addition to the Lightning Challenges, there's all the strategy and racing that you'd expect from an EA NASCAR sim. Learn the various tracks' layouts, make pitstops when necessary and tweak your car's handling and engine—all while putting together a winning racing season. The game's sound effects and multiple camera views will make you feel like you've joined the circuit.



SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION

Imagine F-1 racing in the not-so-distant future—Ubi Soft has done just that in Speed Challenge: Jacques Villeneuve's Racing Vision. Race across exotic landscapes, all the while keeping the pedal to the metal.

GO FAST, DON'T CRASH






This game is about one thing and one thing only—going fast. Cornering is key to completing blazing runs, since striking obstacles will slow you down and drop you out of contention quickly. Practice cornering and learn how best to take each curve on each race course—and don't be afraid to use your brakes. Also, drafting behind other racers will give you a big boost.

TAKING TURNS

It's not necessary to brake at every turn. Study each curve and take one of three tactics.

FULL ACCELERATION



You can take these turns at full speed. Follow the dashed line to achieve the ideal path through the curve.

NO THROTTLE



Ease off the fuel just before the turn and turn hard with no brake or gas. Reapply the gas when you exit.

BRAKE & TURN

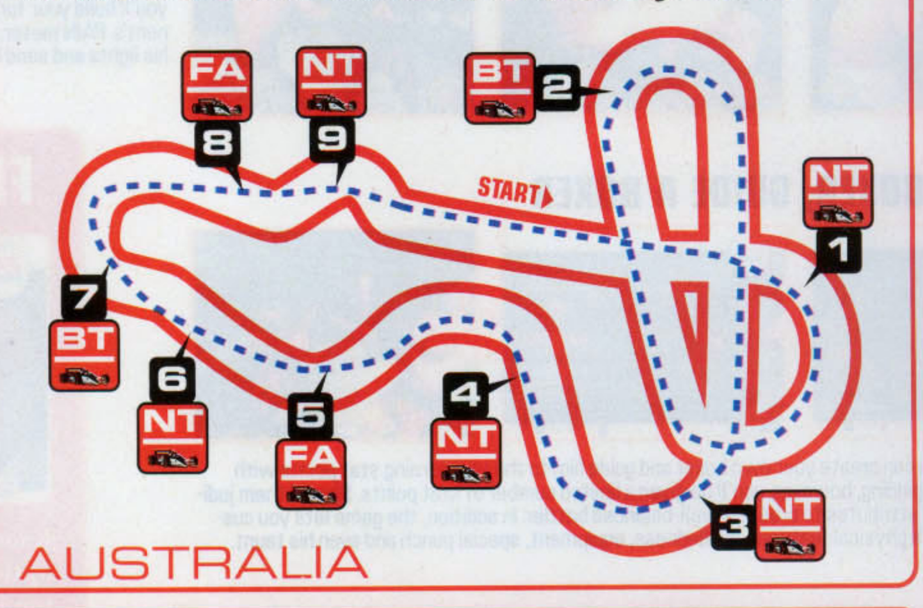


You must take the correct line and brake hard just before the turn—then accelerate around the corner.

ANATOMY OF A TRACK



The turns are shown below and numbered according to the order in which you'll encounter them. Check out the info to the left on how fast to approach each turn. The dashed line indicates the best route to take when racing Hexen Cat.



AROUND THE GLOBE AT 300 KM/HR

It's not about realism. It's not about managing a racing team. It's not about playing as your favorite driver. It's about speed. Speed Challenge: Jacques Villeneuve's Racing Vision takes Formula One racing is scheduled for release in Canada some time early next year. It's the first GCN Canada exclusive!



RACING



BOXING

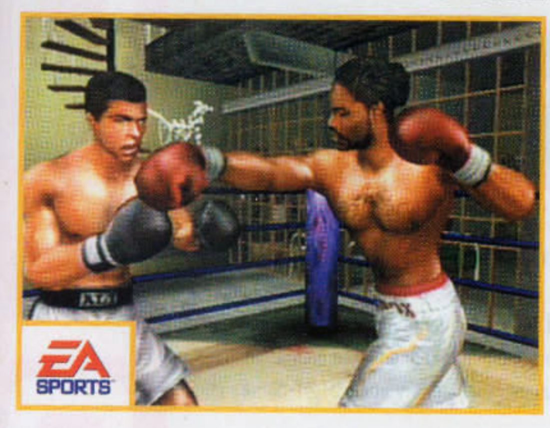
KNOCKOUT KINGS 2003

Electronic Arts moves its popular boxing title to the Nintendo GameCube and scores a knockout. The games stars many famous boxers from the past and present, has several fight modes and allows you to create your own fighter and manage him through a career.



Blood
Mild Lyrics
Violence

THE THRILLA IN PIXEL-A









Knockout Kings gives you the chance to box as a number of famous pros—from both the past and the present. The fight card includes Muhammad Ali, Rocky Marciano, Lennox Lewis, Oscar De La Hoya and many more. Fight fans will want to create their own dream bouts. The game also gives you the option to box as a fictional fighter or to create your own personalized slugger.

RAGING BULLETIN: SLUGFEST ROCKS! NP







Become a raging (and flaming) bull! The new Slugfest Mode is an arcade-style game where you'll pound the fight out of your opponents. The computer will offer audible kudos for good hits, and you'll build your turbo meter as you fill your opponent's PAIN meter. When you do, it's time to put out his lights and send him staggering to the canvas.

CREATE A BOXER, GUIDE A BOXER







In Career Mode, you can create your own boxer and guide him to the top, earning stat points with each win. At the beginning, however, you'll be given a limited number of stat points. Spread them judiciously across your attributes to create a well-balanced battler. In addition, the game lets you customize your fighter's physical features, handedness, equipment, special punch and even his taunt.

WHEN WE WERE KINGS

Knockout Kings is pure, realistic, sim-style boxing action. It also gives you the option to take a walk on the boxing wild side—with dream matchups, Slugfest Mode, tournaments, a catchy and aggressive sound track and plenty of attitude. The only things that're missing are Don King's hair and Mike Tyson. (Note: Although Evander Holyfield appears in the game, there is no bite attack option.)

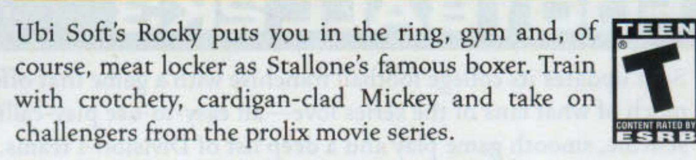
FIGHT NIGHT



Knockout Kings gives you the option of setting up a customized tournament with up to eight gamers. Although only two players can fight at a time, multiple players can pass two Controllers back and forth in their very own Fight Night—no pay-per-view required.

BOXING

ROCKY



Ubi Soft's Rocky puts you in the ring, gym and, of course, meat locker as Stallone's famous boxer. Train with crotchety, cardigan-clad Mickey and take on challengers from the prolix movie series.



Violence

"YO, ADRIAN—IT'S ME, ROCKY"









The game's Movie Mode tracks Rocky's progress from zero to hero. You'll hone your skills as you fight a host of tomato cans before facing more elite fighters. The game is filled with music and other touches that will get you pumped to fight. For example, when you see Apollo Creed making fun of you on television, you'll suddenly develop the overpowering urge to kick his butt!

ROPE A DOPE NP



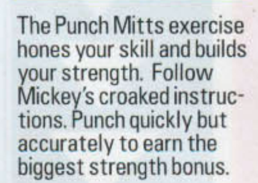




When you've worn down an opponent, he'll try to avoid you and waste time until he's saved by the bell. Get him on the ropes—either against the side of the ring or in a corner—and unleash a flurry of blows. That's the time to land combinations of your big weapons—be sure to use that huge uppercut.

BECOMING THE ITALIAN STALLION TAKES WORK





The Punch Mitts exercise hones your skill and builds your strength. Follow Mickey's croaked instructions. Punch quickly but accurately to earn the biggest strength bonus.



In the Speed Bag exercise, punch the bag to the rhythm. It's tough to keep it going, but when you get the rhythm down, start doubling your punches for a better score.



The Skipping exercise has you jump rope to build stamina. Once again, get the rhythm down—then get tricky. Perform tricks to gain speed and earn additional points.



Doing situps is easy, right? Try doing them with someone whacking you in the bread box after every third rep. The (painful) Situp exercise builds determination.



The Heavy Bag exercise boosts your movement. Make sure you're in the green area while bashing the heavy bag (or meat). Completing combos nets you more points.

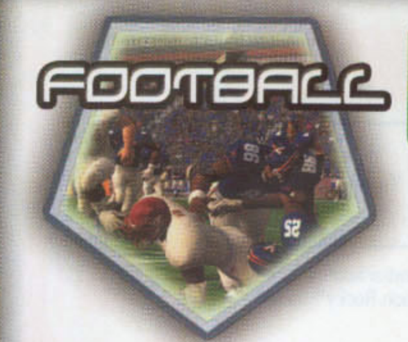
I PITY THE FOOL WHO DOESN'T LIKE ROCKY

Whether you've been a fan of the Rocky series from the very beginning or had no idea that Mr. T began his "career" playing Clubber Lang in *Rocky III*, you'll agree that Ubi Soft's game is a top-notch brawler with charisma to spare. The game boasts an incredible range of fight, tournament and sparing options.





BOXING



NCAA COLLEGE FOOTBALL 2K3

Sega updates its college football franchise with a game that offers much of what fans of the series love—an easy-to-use play-calling scheme, smooth game play and a deep list of Division-I teams.



FOOTBALL

HEAD BACK TO SCHOOL







NCAA 2K3 nails the atmosphere of the college game—with real fight songs, actual stadiums and plays that vary according to each school's strengths and weaknesses. The game's sim mode gives you a chance to build a legacy of excellence.

PRETEND YOU'RE BEAR, BOBBY OR JO-PA

PLAY SEASON

In Legacy Mode, you don't play games—you lead a team through a multiyear dynasty sim.

PLAYERS LEAVING

Each season, players will leave your team—either they'll graduate or head to the NFL.

SCOUTING

Before taking on the competition, scout out your opponents' best players. See how you match up.

RANKINGS

Recruits are ranked from A to F. The lower they're ranked, the easier it is to get them on your team.

TRAINING

Hit the weight room—hard. Yes, you even get to train your players in various areas, like strength.

ACHIEVEMENTS

After each season, see how you've done. It takes a few years of coaching before your team's good.

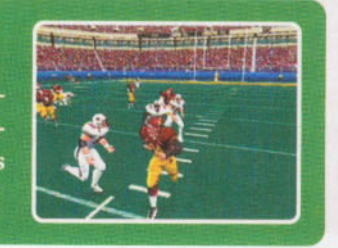
NEXT LEVEL



When your favorite players graduate, don't despair. NCAA 2K3 gives you the option of transferring information from the college game into NFL 2K3. Now, You can follow players from the time they're high school standouts until they're playing in the Super Bowl.

ARCADE BRUISER AND THINKING-MAN'S SIM

NCAA 2K3 gives you the full college football experience. Land hits and complete passes as you guide your favorite team through realistic games in Practice, Tourney, Exhibition and Season Modes. Then take your program's reigns and build a consistent winner that would make any school's boosters happy.



KELLY SLATER'S PRO SURFER

SURFING

Activision brings surfing to the GCN with a title that looks great and captures the sport's mellow, positive vibe. You'll learn new tricks, unlock boards, travel the world and build the careers of nine real-life pros.



Mild Lyrics
Mild Violence

SURFING

IF EVERYBODY HAD AN OCEAN...









Whether you were raised on the North Shore or in northern Kansas, you'll quickly master the latest extreme sports offering from the team that produced the original Tony Hawk's Pro Skater games. Start with the helpful tutorial. Once you've picked up the basics, you'll surf a number of venues—each with different breaks, scenery, challenges and weather conditions.

CATCH A WAVE, CARVE A WAVE







As in many extreme sports games, you'll increase your score by linking moves, completing perfect (versus "sloppy") tricks and varying your routine. Stick face and air tricks to boost your Special Meter into the yellow—you'll perform special tricks for big points. Keep the break of the wave in mind when landing.

ENDLESS BUMMER





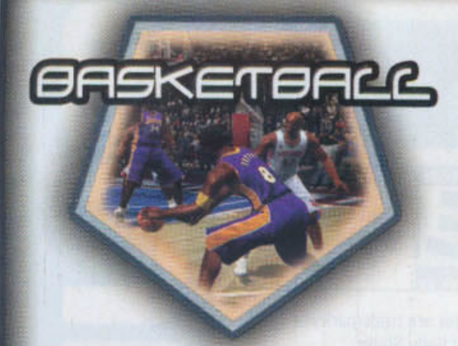


Kooks and Barneys will often get in your way—some objectives will require you to run over those folks. When a "!" appears on-screen, it's often time to target a human obstacle. Warning: An exclamation point will sometimes indicate that you'll need to take on something bigger—and harder—like the pier.

JOIN THE SURFIN' SAFARI

Kelly Slater's Pro Surfer isn't simply another Tony Hawk wannabe. The developers have created a title with enjoyable, original game play that manages to recreate surfing's unique feel. From the sharp-looking opening movie sequence to the ambient sound track, the game will make you feel like you've joined the pro surfing circuit as you guide legends—such as Kelly Slater and Lisa Andersen—as well as future legends—like Bruce Irons—into the tube and through the juice.





NBA 2K3



NBA 2K3 is so true to life that Chris Webber will often choke in the playoffs. (Snap! Yeah, we said it!) But unlike in the real NBA, you'll have to play tough "D" to rack up the "W"s.

MORE REALISTIC, MORE FAN-TASTIC







NBA 2K3 sports several features that fans of true-to-life sports games will appreciate. The game features more realistic and versatile shooting and passing, more accurate defensive play and improved fast-break mechanics.

PIERCE THE DEFENSE







Jab-step, crossover, shoot a fadeaway jumper or dish the rock—but defenders in 2K3 will be more likely to counter your best moves. Another improvement over previous games in the series is that NBA 2K3 better blends the face-up and post-up aspects of the games.

A GYM RAT'S PARADISE





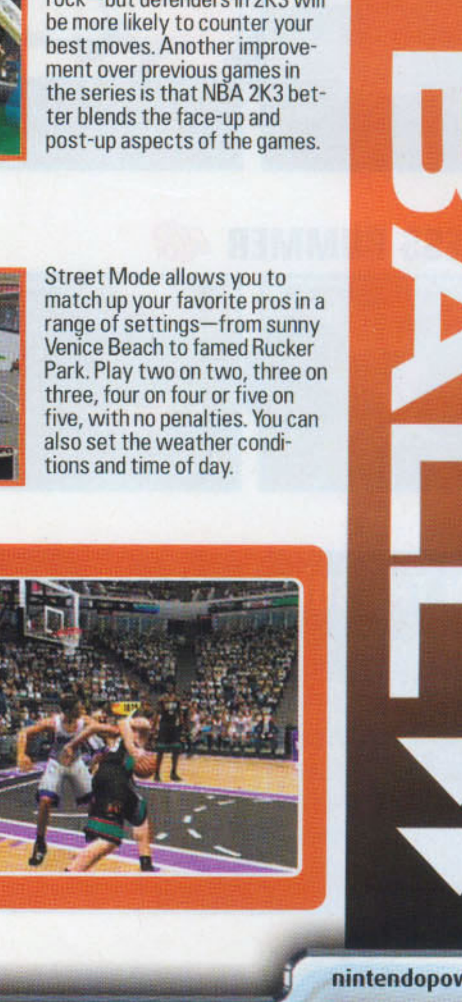


Street Mode allows you to match up your favorite pros in a range of settings—from sunny Venice Beach to famed Rucker Park. Play two on two, three on three, four on four or five on five, with no penalties. You can also set the weather conditions and time of day.

BACK TO THE FUTURE

NBA 2K3 includes all the updated 2003 NBA rosters with full Franchise and Playoff Modes. It also gives you the chance to play as the NBA's all-time greats. How would today's Lakers do against the best of the '50s, '60s, '70s or '80s? How would Oscar Robertson do against Kobe? Could Wilt "The Stilt" stop Shaq "Diesel"? NBA 2K3 gives you the chance to find out. Set up two dream teams of all-stars from several decades and take it to the street.







RUN FOR YOUR LIVES!!!

City officials call for a full evacuation after a sudden monster invasion destroys the downtown area.

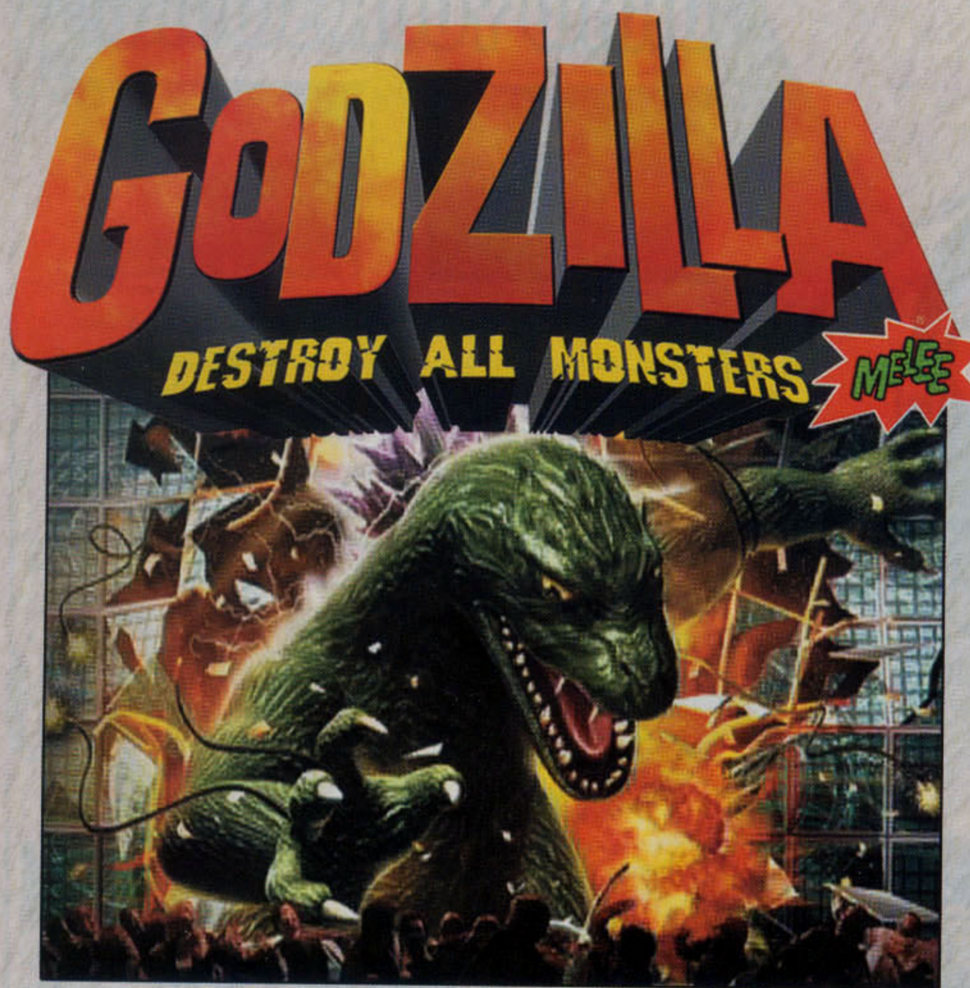


ANOTHER SIGHTING OF ORGA

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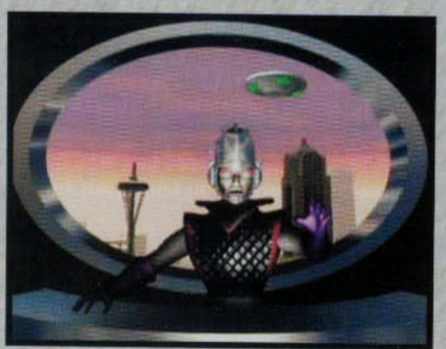
COMPLETE COVERAGE



Godzilla, *180 ft, 80 tons. Last seen headed north from the town center. Please call your local law enforcement agency if you see the suspect. Do not try to apprehend!*

Cities May Not Recover in Time

The world's metropolitan areas are in disarray. Hostile alien invaders have brought Monster Island under their command with sophisticated mind-control rays. Choose and play as one of 11 classic monsters in Infogrames's brilliant Nintendo GameCube title and stomp into the melee action!





Prepare for a Fight

Alien UFOs hover over each city or area and drop power-up items. Walk into a power-up to activate it, and try to reach them before your enemy can. If you miss out on powering up your attacks and refilling your health, your opponent will gain the edge.



Rage Power-Up
Enter Rage Mode with a Rage power-up to increase attack power. Press A + X to perform a rage attack.



Energy Power-Up
Refill your yellow energy meter, speed up the rate at which it recharges and increase the ammo counters.



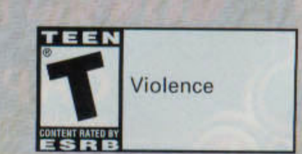
Health Power-Up
Replenish some of your life with a Health power-up. There are no Health power-ups in Survival Mode.

The Military Refuses to Aid Godzilla



Pg. 125

Monster experts' analyses suggest that Godzilla may be attempting to ward off the other monsters. The military refuses to support or comment on the hypothesis.



Metropolitan Battles Erupt

Monsters are terrorizing the downtown areas of major cities around the world in their battle for supremacy. The military is lending its aid in full force, using the geography of each city to its advantage. Port cities have shut down, and the military has stationed fleets of ships to patrol the bays. Play through the game with each monster to unlock new monsters and areas.

① The Military



The military is out in full force. A battalion of tanks and helicopters, heavily armed with artillery, laser beams and ice rays, will try to stop any monsters from destroying the city. Ice rays briefly stun their target.

② Electric Fence



In an attempt to contain the monsters, the authorities have constructed electric fences. The fences glow green and hum with each high-voltage surge. Electric fences stun and harm monsters that touch them.

③ City Buildings

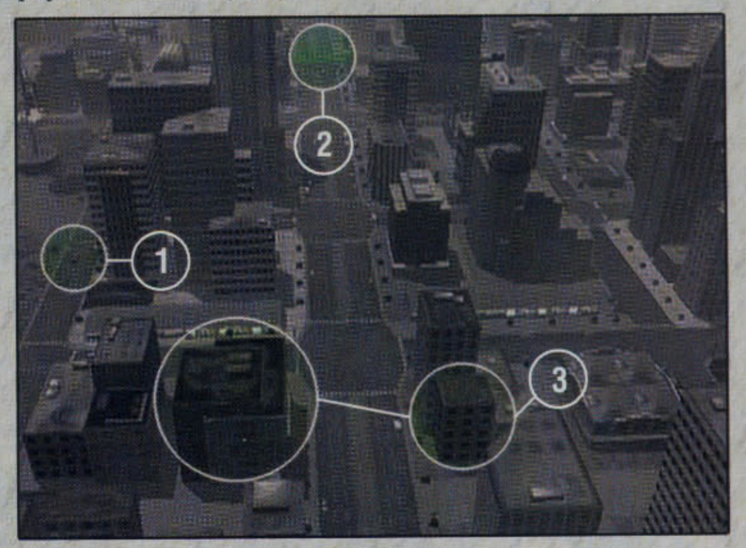




Buildings can act as a shield or a projectile. Circle around a large building to avoid an oncoming enemy attack, or pick up a small building by pressing A + B and launch it at your foe. Beware the military—the more buildings you destroy, the more the military will attack you.

Location: Seattle, Washington

The Emerald City is under a monster attack. City officials urge the population of nearly 563,000 to evacuate immediately.





Mothra, Friend or Foe?

Watch for the Mothra Airstrike power-up. When you activate the rare power-up, Mothra immediately appears in the sky and attacks every monster in the area, except the one who summoned the beast.

Known Areas under Attack

The designers have recreated, with amazing attention to detail and accuracy, eight real and fictional venues from around the world. Every city has tiny details like working traffic and street lights, building signs, moving traffic, variable temporal conditions and famous landmarks. You must unlock some areas in Adventure Mode before they appear in other game modes.



Seattle
(North & South)



San Francisco
(North & East)



London
(London 2 & 3)



Monster Island



Tokyo
(Tokyo 2 & 3)



Los Angeles
(Los Angeles 2 & 3)



Osaka
(East & West)



Mothership

Current Monster Sightings



Godzilla '90s

Godzilla '90s is a well-rounded fighter. While close-range combat is not its forte, Godzilla can swipe and kick a foe that gets too close for comfort. Godzilla's strength lies in its tail and range attacks. Strike with a Tail Sweep or back away and blast an enemy with an Atomic Fireball.



Tail Sweep - ↓+X



Atomic Fireball - Tap Z



Anguirus

Anguirus is relatively slow and cumbersome but has excellent defense, with its hard shell and spikes. Send enemies flying head over heels with a spiny Front Flip. Anguirus is a skilled close-range fighter. When a foe is closing in, knock it off its feet with a Tail Whip.



Front Flip - ↑+A



Tail Whip - Tap X



Megalon

The insectlike Megalon is proficient in both close-range and long-range combat styles but a bit slow. Knock an enemy backward into a building or electric fence with a Double Kick to increase your attack's damage. Swipe an oncoming foe out of the way with a super Slugger Kick.





Double Kick - ←+B



Slugger Kick - →+B



Gigan

Gigan is lightning-quick and powerful in close-range combat. While Gigan has difficulty facing flying foes, once an enemy is grounded, Gigan's flurry of blade strikes is devastating. Stun an enemy with a fiery Shotgun Burst, then finish it with a one-two-three Spike Roll assault.



Shotgun Burst - Tap Z



Spike Roll - ↓+X



Godzilla 2000

The millennium made Godzilla stronger and faster. Godzilla 2000 remains strongest with its tail, but its slightly longer arms make it better at close combat. Punch enemies into buildings and other obstructions with a Double Hammerfist then strike with Atomic Breath.



Double Hammerfist - ←+A



Atomic Breath - Hold Z



King Ghidorah

The hydralike King Ghidorah has both speed and the ability to fly on its side. Since King Ghidorah has no arms, it is vulnerable to close-range attacks—try to keep your distance from foes. Use a well-timed Triple Uppercut or Smash attack to have your enemies seeing stars.



Triple Uppercut - ↓+A



Smash - ←+A



Rodan

Rodan is best suited for quick air attacks and long-range combat. Rodan's defense is low, but the winged monster is very agile, which makes it easier for it to dodge large, slower monsters. Keep your distance and zoom in with a Delayed Two-Fist Strike or an Overhead Wing Rake.



Delayed Two-Fist Strike - ←+A



Overhead Wing Rake - ↑+A



Mecha-Ghidorah

Mecha-Ghidorah's moves are similar to King Ghidorah's. With its high-tech armor and artillery, Mecha-Ghidorah is slower but has better defense. The armored beast can also fly, shoot missiles and use its Absorption Shield. Blast enemies with a shocking Taser if they get too close.



Tasers - Tap Z



Absorption Shield - Hold Y



Destoroyah

Destoroyah is one of the toughest monsters around and it is well suited for both close- and long-range combat. Because of its size, Destoroyah is a bit slow and can't fly, despite its large wings. Knock your opponent back with a swooping Dual Wing Rake or uppercut with a Hammerfist.



Dual Wing Rake - →+A



Hammerfist - ←+A



Mechagodzilla

Mechagodzilla is the ultimate in state-of-the-art alien technology. Mechagodzilla's armored defense and mechanized attacks are second-to-none, but it is also very slow. Launch a Rocket Fingers attack at your opponents from a distance, or zap them with a blinding Plasma Uppercut.



Rocket Fingers - Tap Z



Plasma Uppercut - ↑+X

Friends Turn into Foes

Recent news from around the world indicates that enthusiastic groups of people have begun to gather to watch and cheer the monster battles. While many citizens are baffled and appalled by the strange show of support, it is rumored that underground fan clubs, where friends can act out monster battles on their own, are steadily rising in popularity.

Versus (1 to 2 Players)





Battle one-on-one against the computer or a friend. Set the number of rounds and length of each round in the Options Menu, then choose your favorite monster and battle area from among the ones you've unlocked in Adventure Mode. To win, KO your opponent or have the most life when the timer runs out.

Team Battle (3 to 4 Players) NP





Grab your best few buddies and team up for some massive monster tag-team action. Teams are either red or blue, and each player earns points for landing attacks on members of the opposite team. You can hit your teammate, but you won't earn any points. The team with the highest total number of points wins.

Melee (2 to 4 Players)





Experience the ultimate monster battle royal with your friends. Melee Mode is a free-for-all, no-holds-barred battle to the finish. The monsters with the most total points for Knockdowns, KOs, Style Bonuses and Health Bonuses at the end of the match wins. KOed monsters respawn until the timer runs out.

Destruction (2 to 4 Players)





Destruction derby—monster sized! Stomp, smash and bash through a city, racking up points as you go. The more destruction you cause, the more points you're awarded. Destroy a building completely to earn points. The monster that deals the final blow earns the points, so watch out for point stealers!



New Photos Revealed

When the difficulty level is set to medium or hard in Adventure Mode, you can find Atari logos hidden inside the buildings of each stage. Each logo you find will unlock a nostalgic monster mania picture in the Gallery.



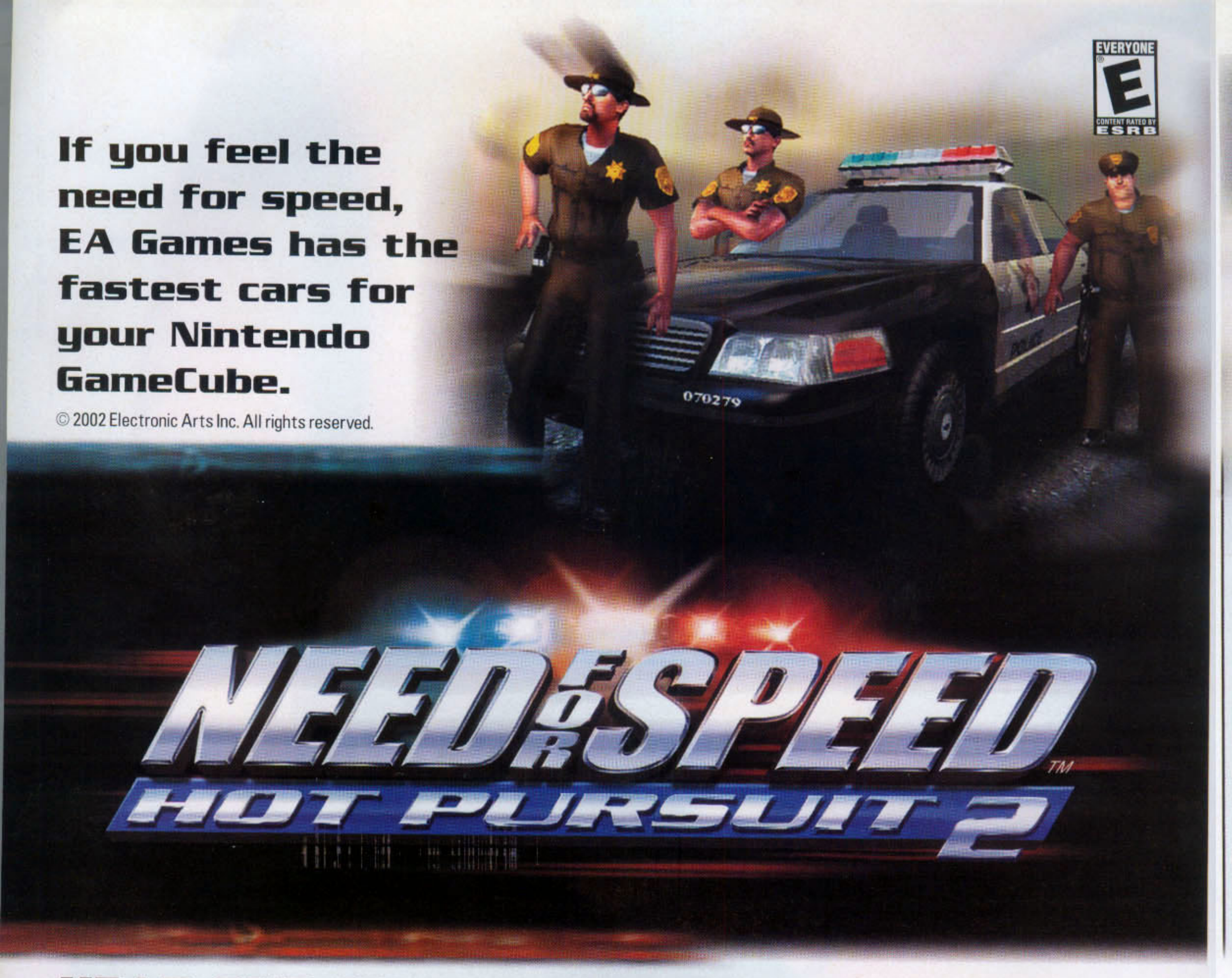




The Time for Survival Is Now

Citizens will encounter dreaded monster Orga when using Godzilla 2000 in Adventure Mode on the hard difficulty setting. A beast of Orga's caliber could spell disaster for the world. With the support of every citizen (and monster), the world's cities can be saved! You must defeat every monster and free them all from the control of the alien invaders.


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HEAD OUT ON THE HIGHWAY

When you mix the hottest cars in the world and relentless cops, you get the ultimate chase game, Need for Speed: Hot Pursuit 2. EA Games goes the extra mile to bring you the fastest, smoothest, prettiest ride for the GCN, and it's delivered with so much game play depth that you'll never want to exit. This month, NP reveals both how to evade the law and how to bring racers to justice.



There's no way to avoid trouble in Hot Pursuit Mode. It's a race against a field of other sports cars with the highway patrol trying to crash the party. If you slow down, the other cars leave you in the dust—if you speed up, the cops are sure to be hot on your tail.



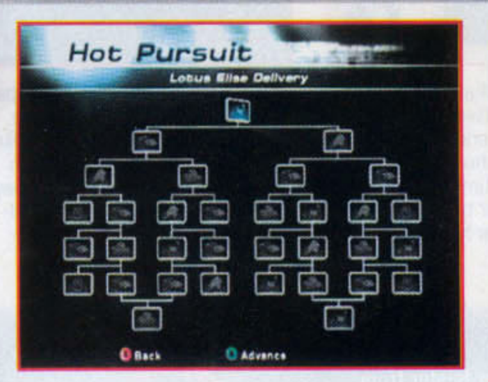
You don't have to confront the law every time you take the wheel. In Championship Mode, the races are just as intense as they are in Hot Pursuit, but the cops stay clear of the action. It's just you, the road and a pack of insane drivers pushing their cars to the limits.



In Single Race Mode, you can spend your Need for Speed points to unlock hot cars and tracks. The options include Tournament, Knockout, Single Race and Free Run Modes all for one or two players. Or you can wear a badge in Be the Cop Mode.

IN HOT PURSUIT

Racing against other drivers is just the start of the fun in Hot Pursuit Mode. You have to evade capture, as well. The highway patrol has powerful cruisers, and the cops will call for backup if you upset them. The races take many forms, and, in some, you even get to be a cop. There are 33 HP races in all.





Your Need for Speed career begins at the top of the branching tree, pictured to the left. As you win races, the tree will spread out, giving you new choices for your next challenge. If you perform well in races, you'll earn Need for Speed (NFS) points, which unlock cars and tracks in Single Race Mode. There are 20 basic car models and an additional 20 powered-up NFS cars. You can unlock new police cars, too.

Race for glory and points



Whether the race style is a quota, sprint, delivery, showdown, knockout or tournament, your goal is always the same—to finish with the highest rating possible. When you select the race, the Tree Menu lists the conditions for earning points.

Open up the entire tree to become a legend on the highway



As you learn how to beat the heat in the Hot Pursuit races, you'll open up a wide range of tracks. There are four environments, each with three variations, plus reverse and mirror options. In all, you need to master 48 tracks in the game.

On time delivery



The first race—Lotus Elise Delivery—is designed for beginners. Take the Elise to the finish line without being arrested to open up the next two challenges. Every time you move on in the tree, the races get harder and the action is more intense.

Deliver the McLaren safely and earn 150,000 points

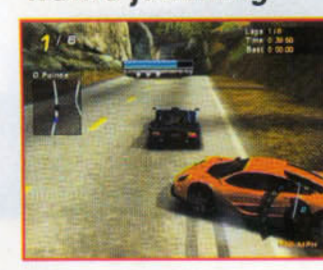


The final delivery in Hot Pursuit Mode is a point-to-point race in the amazing McLaren F1 LM. To earn the maximum number of points, you must finish the race in two minutes and forty-five seconds or less. The police won't be amused.

GETAWAY TECHNIQUES

When you're in the middle of a heated race, the last thing you want to see is a flashing light in your rearview mirror. It's best to deal with cops quietly wherever possible. The more you ram a cop, the more stars will appear on his Attitude Meter. He's more likely to call for backup if he shows three or more stars. He's also more likely to call in choppers if you cause a lot of damage.

Traffic jamming



Ram or use the P.I.T. maneuver on your competitors so their cars become obstacles on the roadway. A cop following close behind you is likely to crash into the wreck and give up the chase.



You can force oncoming traffic to swerve or crash into a trailing patrol car. You can also make a quick maneuver around an oncoming car so that the cop behind you hits it.

Out of sight, out of mind



Your best bet to ditch a cop is to use a shortcut. When you know a shortcut is just ahead, wait until the last second before turning onto the new road. Cops usually miss the turn.



Many cops stop and wait for you when you lose them by turning onto a shortcut. On a track with multiple laps, watch for the waiting cop as you approach the shortcut the next time around.

Timing and radio chatter are key




Keep an eye on the Cop Timer. If the distance between you and the cop is great enough when the timer runs out, the cop will end his pursuit. The time to use the P.I.T. maneuver or take a shortcut is when the timer has almost run out.



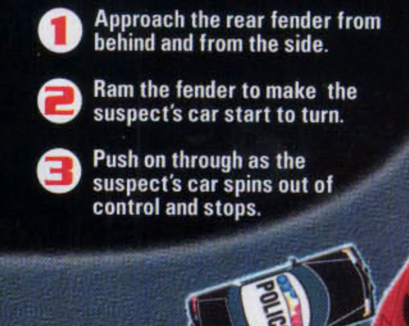

You can hear everything the cops say to each other, including the locations of roadblocks and spike strips. The cops often tell each other which side of the road they intend to block. Use that knowledge to drive around the obstacle.

DO THE P.I.T. NP

Real law enforcers use the Pursuit Intervention Technique (P.I.T.) to stop speeding cars by spinning them around. It's simple to learn using our three-step method and the diagram. As a racer, you can use the same technique against the police to end a pursuit.

1. Approach the rear fender from behind and from the side.
2. Ram the fender to make the suspect's car start to turn.
3. Push on through as the suspect's car spins out of control and stops.





BE THE COP

It isn't easy being a cop, but it is a lot of fun. Once you don the uniform, you can call for backup units to help you stop speeding perps. But that's not the only way to stop speeders. Learn the official techniques, then apply them on the highway.



There are several ways to stop speeders. First, try ramming their cars from behind. Some CPU drivers lose control with little more than a nudge then come to a stop. The game lets you know when you've made a successful bust.

IN THE PURSUIT OF JUSTICE

You can give yourself a basic training course in the Single Race option. Choose Be the Cop Mode and set the difficulty to Beginner, switch on traffic and select the seven-minute time limit. Once you're on the road, cruise at high speed until you see a speeder. Hit the sirens when you're close to the perp to begin your pursuit. You can call for backup if you fail to stop the speeder on your own, but you're limited to three requests for each type of backup.



Meet your quota by busting speed freaks on the highway



Each of the Quota Races takes place in a black-and-white police cruiser. The clock is ticking and you have to stop a predetermined number of speeders. When you encounter a speeder on the highway, flip on your siren and put the pedal to the metal.



One way to slow and stop a fleeing scofflaw is to ram the perp's car and force it off the road. Use the P.I.T. maneuver or crunch the suspect's car against a shoulder rail or some other immovable object.

When the going gets tough, call for backup to bust the perps



Some drivers won't stop no matter what you do. That's when it's time to call for reinforcements. Using the Control Pad, you can ask for more patrol cars, a road block and even a strip of spikes to lay across the road. If that doesn't work, there's one final option you can try.



Even with multiple cars giving chase, some suspects elude capture. That's when you want to call for the choppers. If you do, watch out for the explosive charges they drop. The explosions can damage police cruisers just as easily as speeders.

Making a good bust and using backup wisely



If a speeder refuses to stop, or is too far in front of you to reach, call for backup. An extra patrol car in the chase doesn't ensure a bust, but it should help you slow a speeding vehicle enough to ram it or perform the P.I.T. maneuver on it.



The surest way to stop a speeder is to call for helicopter backup. It's also the most dangerous thing you can do, because explosives can damage your car, too. Stay behind the suspect or, if possible, pull onto a side road to avoid the blasts.



Two patrol cars will set up a roadblock if you request it, but they can't cover the entire road and the speeder may be clever enough to race around the open end and escape. If that happens, follow the perp and try to apprehend him using another technique.



Calling for spike strips is less dangerous than requesting choppers—the spikes won't blow out your car tires. Speeders can drive around strips, however, so using them is not a sure way to make a bust. Try calling for strips in winding sections of track.

BE THE CHAMP

If the sound of sirens is driving you nuts, it's probably time to visit Championship Mode. Another 33 challenges await you on the Championship tree. You can earn points on each race, drive new cars, explore new tracks and never have to worry about how fast you're going.



In the Vauxhall Championship race, you compete against a field of Vauxhall roadsters. With just two laps to prove yourself, use shortcuts to take and hold the lead position.



The Australian Challenge pits two Aussie cars—the Ford TS50 and the HSV Coupé GTS—against each other in a quick one-lap race on the Scenic Drive track with a field of aggressive drivers.



Pick the Ferrari or Lamborghini in a five-lap knockout challenge on the tropical Island Outskirts track. In knockout races, the last-place car on each lap is knocked out of the race.



The Ferrari F50 sprint is a single lap on the Mediterranean Paradise track. Only Ferrari F50s need apply. The cars can exceed 200 mph, and you have to finish in the top three.

FALL WINDS SAMPLER

Fall Winds is one of the four environments of tracks in NFS. The other environments are Island Outskirts, Mediterranean Paradise and National Forest. The map and tips below show one variation of the Fall Winds track. In the game, you encounter 12 variations, some with different names.



In most races (tournaments are the exception), you begin in last place. From the back of the pack, you have to work your way forward. CPU-controlled drivers try to block you or get you to crash, so be careful when passing.

The fastest line in a turn



A straight line is always the fastest way to get from one point to another. On the track, look for places where you can cut across the insides of curves and not lose any speed. If you drive on dirt or grass, you may lose a little traction, but not speed.

Ease through the hairpins

The hairpins on Fall Winds can catch drivers by surprise and ruin their runs. Keep one eye on the inset map, and when you approach the hairpins, get set to apply the brakes. Brake sharply, then tap the gas as you cut through the widest part of the turn. Try to maintain speeds over 40 mph.



FALL WINDS

Internal darkness

In the curving tunnel near one end of the course, it's dark enough to make it hard to see the walls. Follow another car or slow down just a bit to keep from rubbing the walls and flipping.

Learn the quickest route on the track



It's a good idea to take a slow lap around a new course to learn where all the shortcut entrances are located. We've shown the shortcuts in black on the map. You won't see any shortcuts on the maps in the game itself.

MAP KEY

- FULL THROTTLE, NO BRAKES
- EASE OFF THROTTLE, LIGHT OR NO BRAKES
- NO THROTTLE, HARD BRAKES

Wet and wild on the Island Outskirts



On the Island Outskirts course, you may find water on the road as you head up into the mountains. The water reduces your traction and ability to steer. If you can't avoid a puddle, in the very least, steer straight through it and don't try to turn.

HOME DELIVERY

The Need for Speed series has been around for years, and Hot Pursuit 2 for GCN is the best of the bunch. The graphics are amazing, the sound track rocks and the depth of the game is unprecedented. You can play all the Single Race events as two-player games, too. We definitely feel the need for Need for Speed.

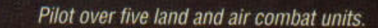
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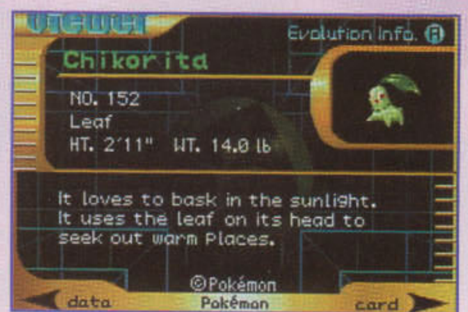




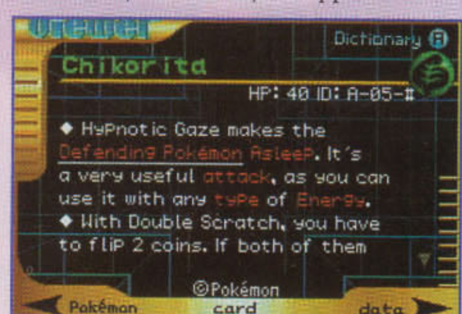
Evolution Extreme

With the latest expansion of the Pokémon Trading Card Game, battles surge to never-before-seen levels of intensity—all powered by e-Reader technology!

For some time, Pokémon battles have raged in the Nintendo video gaming world and across Wizards of the Coast cards. And now the worlds collide with the latest Pokémon TCG expansion—Pokémon-e: Expedition. In addition to the new artwork and new powers, you'll find that each card has special Dot Code Technology that's printed along the edges. If you scan the code through Nintendo's new e-Reader, you can conjure a wide variety of electronic effects on your Game Boy Advance. Each card has code on the narrow side—when scanned, it brings up a mininetwork of cool info related to the card, from card game rules to a chart of Pokémon evolutions. Many cards also have a code on the wide side, which you can scan to create electronic aids for playing the card game—and minigames and cartoons, which can help you pass the time when your opponent is taking a long time to make his next card move!



Scan the short code on the Pokémon-e: Expedition card to make interlinked pages of info appear on your GBA's screen.



The mininetwork also explains the rules for using the card. Each game term is hyperlinked to lead to other pages that explain additional terms.



Card-game aids include coin flippers and battle timers, such as the one you get by scanning the Professor Elm's Training Method card.



Some minigames require only one card, such as Construction Melody Box, in which you and Clefairy play with the speed and pitch of a tune. You can scan other CMB-related cards to alter the sound, music and background pattern!



Other minigames require you to collect a specific series of cards to conjure them. For example, you can scan the code on the Butterfree, Caterpie and Metapod cards to play the challenging "Flower Power" minigame.



Cartoons require one or two specific cards. For instance, to view "Gotcha," scan the long bar on the Jynx card. You can watch the lippy Pokémon put the smackdown on passing victims. Hilarious stuff—but you'll need the right card!

pokemon.com

ARENA

ARE YOU GAME?

CHALLENGE

NCAA Football 2003 is a college football fan's dream come true, and you can strut your stuff in the Arena. Create a new Dynasty Team, then see how many trophies you can win using your custom-made team. Since the trophy cabinet shows only eight awards at a time, you may need to take multiple pictures. The five gridiron specialists with the most trophies will earn T-shirts and the acclaim of fans everywhere. In the case of a tie, we'll go with the team that has won more National Championships.

NCAA FOOTBALL 2003

FOOTBALL FOLLIES



MAKING THE GRADE



You can earn trophies for winning bowl games, having an MVP or Heisman winner on your team or by taking the National Championship. Note that we don't want pictures of Rivalry Trophies, only Dynasty Trophies.

NP SCOREBOARD

SONIC ADVENTURE 2: BATTLE: FASTEST KART RACING TIMES USING EITHER TAILS OR ROUGE. (VOLUME 159)

Jonathan Stone, Tennessee	2:04:36
Matt Walter, Oregon	2:04:61
Michael Flanagan, Wisconsin	2:05:70
Dylan Glover, California	2:05:86
Dan Rensel, New York	2:06:70

CAUTION: TWISTED CHALLENGES AHEAD

In Eternal Darkness: Sanity's Requiem, can you eliminate a Horror using only your fists and no magickal spells?

– JAKE JOHNSON
CALIFORNIA

Defeat Dragon Ball Z: The Legacy of Goku without using a single Ki Energy attack or the invincibility code.

– DANIEL COUNTS
VIRGINIA

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail (please write your score on the outside of the envelope). Include your full name and mailing address in your e-mail or on the back of your photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before December 4, 2002.

SEND YOUR ENTRIES AND IDEAS TO:

ARENA@NINTENDOPOWER.COM

NINTENDO POWER ARENA V.162
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v162" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.162, P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 12/4/02. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 01/1/03, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 01/15/03. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes retur as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 01/1/03) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a pare guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including th ed to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

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15 WINNERS

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One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 12/1/02 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 12/15/02, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 1/15/03. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 12/15/02) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: One (1) Grand Prize winner will receive a Special Edition Capcom vs SNK 2 arcade unit and a Limited Edition Capcom vs SNK 2 EO artwork, a platinum Nintendo GameCube* video game system and a copy of Capcom vs. SNK 2 EO video game for the Nintendo GameCube video game system. Approximate Retail Value (ARV) of Grand prize package is $6,270.00. Second Prizes: Fifteen (15) Second Prize winners will each receive a Limited Edition vs SNK 2 EO artwork and a copy of Capcom vs. SNK 2 EO game disc for the Nintendo GameCube video game system, ARV: $175.00ea. Third Prizes: Fifty (50) Third Prize winners will each receive a Nintendo Power T-shirt, ARV: $10.00ea. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned within 45 days to Sponsor after notification, will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect.

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A. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

B. Sex
1. Male 2. Female

C. What was your favorite strategy review this month?
1. Mario Party 4
2. Star Fox Adventures (Part 2)
3. Super Mario Sunshine (Part 3)
4. TimeSplitters 2 (Part 2)
5. The Sports Reports
6. Godzilla: Destroy All Monsters Melee
7. Need for Speed: Hot Pursuit 2
8. Game & Watch Gallery 4
9. Hamtaro: Ham-Hams Unite!
10. Evolution Worlds
11. Contra Advance: The Alien Wars EX

D. What was your favorite preview this month?
1. Metroid Prime and Metroid Fusion
2. *Star Wars* Bounty Hunter
3. Phantasy Star Online Episode I & II
4. The Legend of Zelda: A Link to the Past

E. What was your favorite regular monthly column in this issue?
1. Player's Pulse 2. Game Watch 3. Power On
4. Classified Information 5. Epic Center 6. Now Playing
7. Arena 8. Pokécenter 9. Title Wave

F. What is the most important reason for buying a Nintendo GameCube (GCN)?
1. Exclusive titles 2. Connectivity with Game Boy Advance
3. Price 4. Nintendo brand

G. Do you own a Nintendo GameCube?
1. Yes 2. No

H. Do you own a Game Boy Advance?
1. Yes 2. No

I. What category of game would you like to see more of for GCN?
1. Sports 2. RPG
3. Action 4. Shooter
5. Racer 6. Puzzle
7. Adventure

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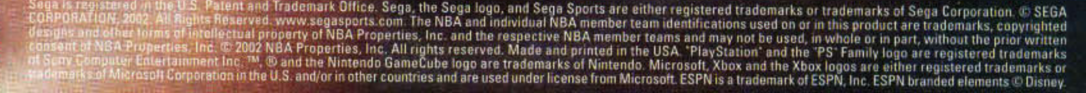

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PlayStation 2





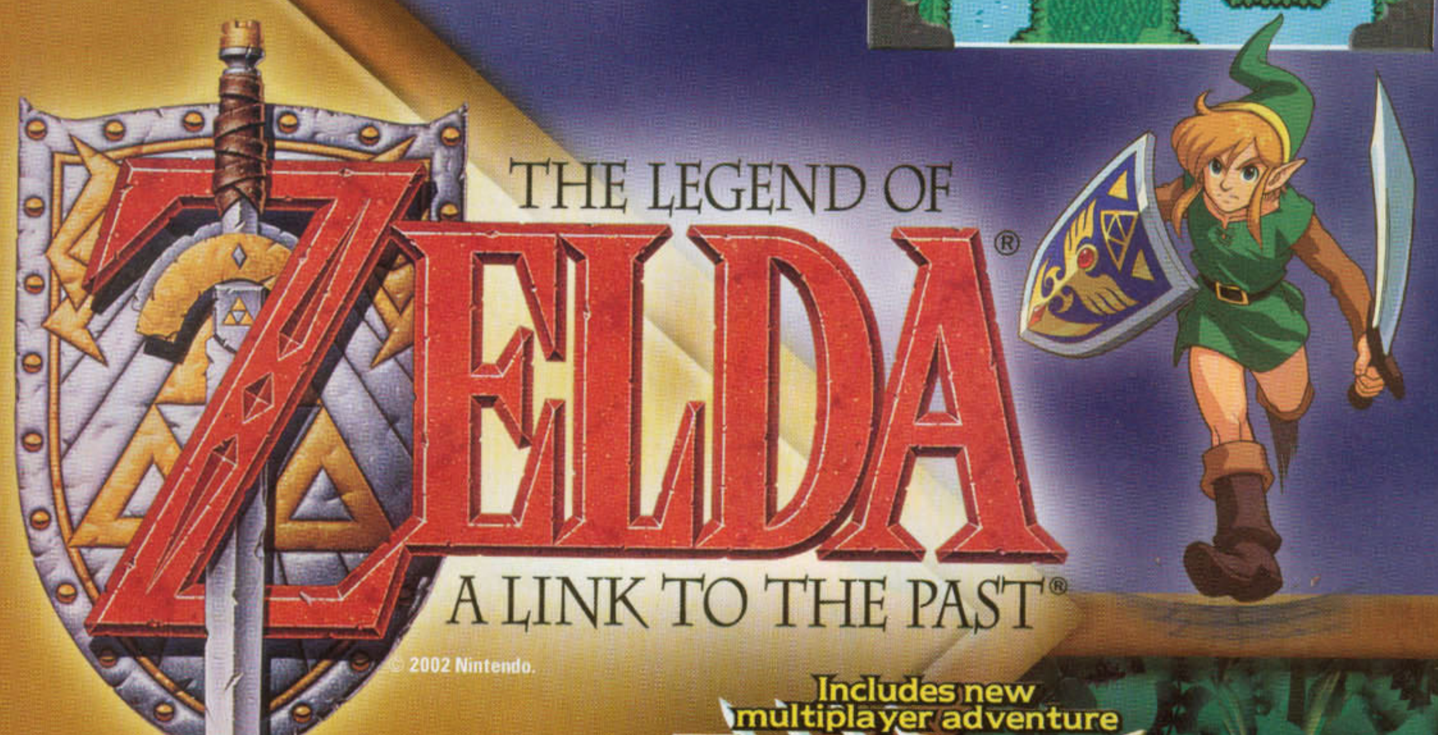


Violence, Suggestive Themes

Link to History!

Nintendo Power recently asked a group of subscribers hanging out in Nintendo's online chat what they thought the best Zelda game was. And, lo and behold, a great and mighty e-battle ensued—what an argument! Lots of chatters said that the Super NES classic, The Legend of Zelda: A Link to the Past, was their fave. But everyone, no matter the preference, was glad that the 1992 title was coming back in full glory on the GBA.





Includes new multiplayer adventure
Four Swords

One Pak, two games—the first Zelda game for the GBA crams in a classic and an all-new multiplayer dungeon adventure!

Link to Fight!

Four Swords isn't merely a Legend of Zelda minigame on the same Pak as A Link to the Past. The multiplayer dungeon adventure is such a huge game that it took the staffers at Nintendo Power hours just to scratch the surface. Two to four people can play Four Swords—each must have a GBA and a Game Pak, and they must be connected with Game Boy Advance Link Cables. When the game is released on December 2, Four Swords will usher in a hilarious, ultracompetitive era of networked gaming!



Both Sides of the Story

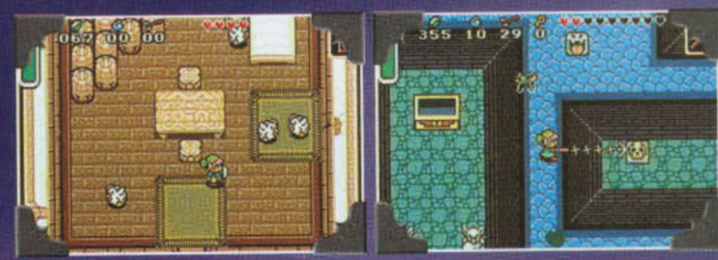
On the Zelda time line, A Link to the Past occurs after Ocarina of Time. Link is a little older and wiser—and Princess Zelda has again been abducted. This time, she's been imprisoned by an evil sorcerer, Agahnim, who is working for Ganon. Link's archnemesis is trapped in the Dark World, so the Hyrulian hero must battle through both the gigantic Light World and the utterly corrupted Dark World. The two overworlds are interrelated—their geography and treasures all tangled up—so you'll need to think in four dimensions!



Link jumps between the Light World and Dark World repeatedly—it's enough to give the hero magical whiplash. Objects and buildings often have an otherworldly counterpart, such as Hyrule Castle's evil twin, the Pyramid of Power.

Sounds Like Ocarina?

Fans of Ocarina of Time will discover a lot to love in A Link to the Past, as lots of the places, personalities, items and even theme music that appear in Ocarina of Time debuted in the Super NES game. Link first runs through Kakariko Village and swims through Lake Hylia in the game. He also wields the Master Sword and the Hookshot for the first time in A Link to the Past. In fact, many Zelda superfans believe that if you haven't explored Hyrule in the earlier game, you haven't been to Hyrule at all. See for yourself!



Playing A Link to the Past will be like coming home for fans of Ocarina of Time— Kakariko Village chickens still take only so much punishment, and the Hookshot remains the coolest item in gaming.

The Four Swords Saga

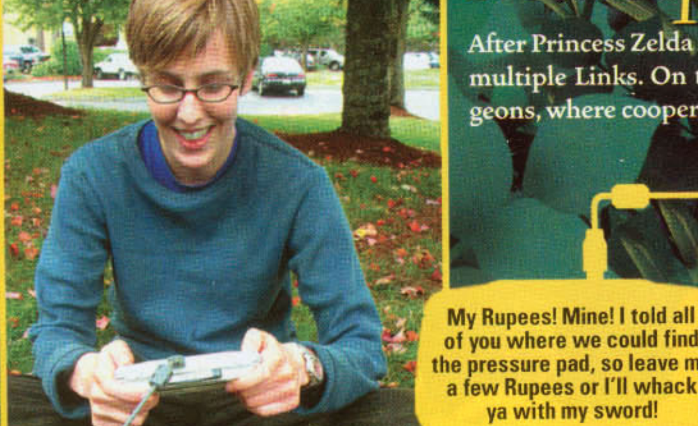
Long before the Four Swords epic began, a boy challenged a wicked wind sorcerer with the Four Sword, a blade that allows its wielder to split into four heroes. Upon defeating the wizard, the boy imprisoned him in the sword, enshrined the weapon, then vanished into the forest. Years later, Princess Zelda senses a disturbance at the shrine and drags Link along to investigate—that's when chaos breaks loose.





Multiplayer: Friends or Foes?

After Princess Zelda is whisked away by evil forces, Link grabs the sword and splits into multiple Links. On their quest, players simultaneously explore lots of complex dungeons, where cooperation and competition are equal parts of the game.



My Rupees! Mine! I told all of you where we could find the pressure pad, so leave me a few Rupees or I'll whack ya with my sword!

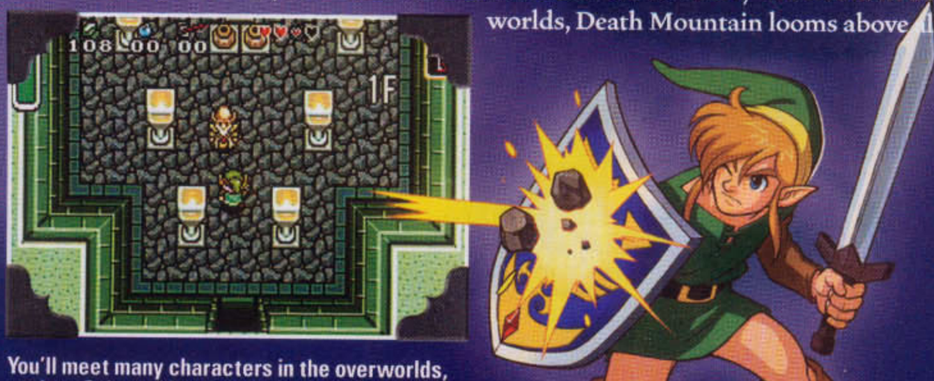




One moment, players may cooperate to activate a pressure pad. The next, they may shove each other out of the way if Rupees are around. Ultimately, the Link with the most Rupees wins a Triforce award.

Adventure Awaits Outside

Both worlds are so huge that you'll feel like you've got two continents packed inside your GBA. In the Light World, you'll journey from The Lost Woods to the Desert of Mystery. In the Dark World, you'll roam from Haunted Grove to Misery Mire. And in both worlds, Death Mountain looms above all.



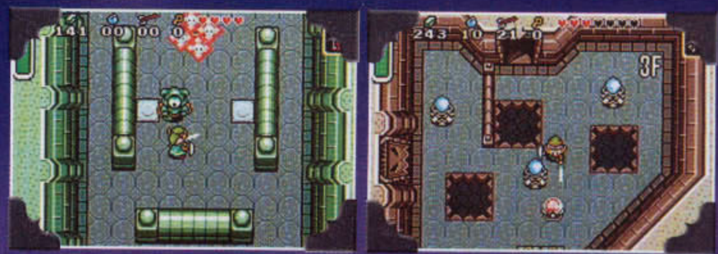
You'll meet many characters in the overworlds, such as Sahasrahla the Elder, who remains a source of support throughout the entire epic.



The Desert of Mystery hides many secrets under its sands. But you'll have to cross its overworld surface first, where ghouls emerge from the earth and vultures circle in search of a feast.

Evil Lurks Within

When you're not running through the dangerous overworld, you'll be plundering palaces and dungeons. They're filled with early Zelda foes—such as the stony Armos Knights—and a whole mythic zoo of ravenous newcomers.



Brain-Draining 3-D Dungeons

Monsters may want a Hyrulian snack, but it's the dungeons that will eat your brain. When the visionary Shigeru Miyamoto created A Link to the Past, his dungeons broke level design out of the box, pushing the concept of dungeon crawling into three dimensions. They're still among the most inspiring and terrifying dungeons found in gaming—over a decade later. The dungeons not only simulate a fuller 3-D effect, with overlapping walkways and architecture, they also made the dungeons themselves into 3-D puzzles to be solved.



In some dungeons, you'll need to fall through the right hole to land on an advantageous spot on a lower floor.



A Link to the Past introduced many new dungeon obstacles—such as conveyor belts—and their challenging design has stood the test of time.

Buried Doom

If you can survive the puzzling dungeons, you'll come face to face with some of the most difficult bosses ever to slink around Link. Some are amazing resurrections from earlier Zelda games; many others are gargantuan foes you'll find only in A Link to the Past. Every single boss, right up to the final battles with the head honcho, demands the most of Link's brain and brawn.

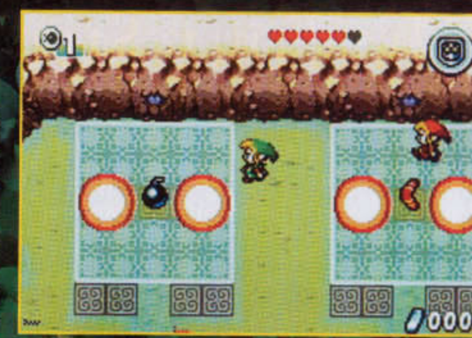


Some of Link's most nefarious foes of all time are buried deep in the dungeons he plunders.



Dungeons: All for One . . .

The dungeons in Four Swords are unlike those in any other Legend of Zelda game. Players must cooperate at every turn. A player who runs off from the rest of the team won't get very far. (Unlike in the Gauntlet games, however, players aren't confined to staying in the same part of the dungeon.) Obstacles and barriers often require a whole team to overcome them—with either combined muscle or smarts. Cooperative challenges can be simple, such as when players must join together to shoulder a boulder, but they can also be very complex. The dungeons also encourage cutthroat competition because an opened passage often leads to treasure, awesome weapons and Rupee-hoarding glory!



An extensive training center lets players transport to many weapon-centric dungeons.

Players can carry only one special weapon at a time—which forces them to accept specific roles in solving a challenge. In one training dungeon, one Link must use the Gnat Hat to shrink and enter a room via a hole. Then another Link must lob a Bomb over a fence that the first Link must pick up and lob against a wall.





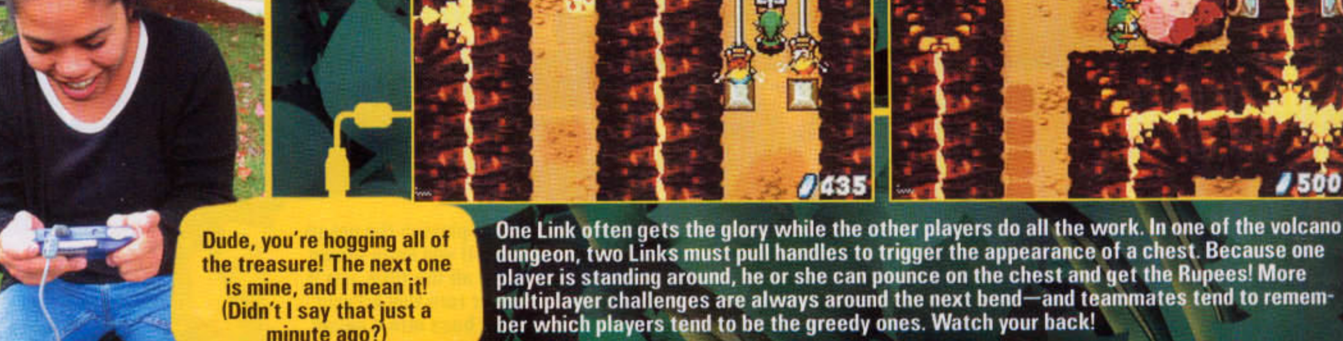


Players need to find the keys to reach the teleportation spots that lead to the next dungeon—and must often search high and low for each one.



Players can pick up and throw other players. It's satisfying—and useful. You can hurl someone across a gap to step on a trigger on the other side.







One Link often gets the glory while the other players do all the work. In one of the volcano dungeon, two Links must pull handles to trigger the appearance of a chest. Because one player is standing around, he or she can pounce on the chest and get the Rupees! More multiplayer challenges are always around the next bend—and teammates tend to remember which players tend to be the greedy ones. Watch your back!

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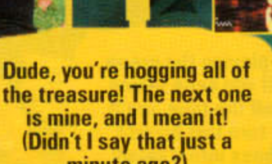
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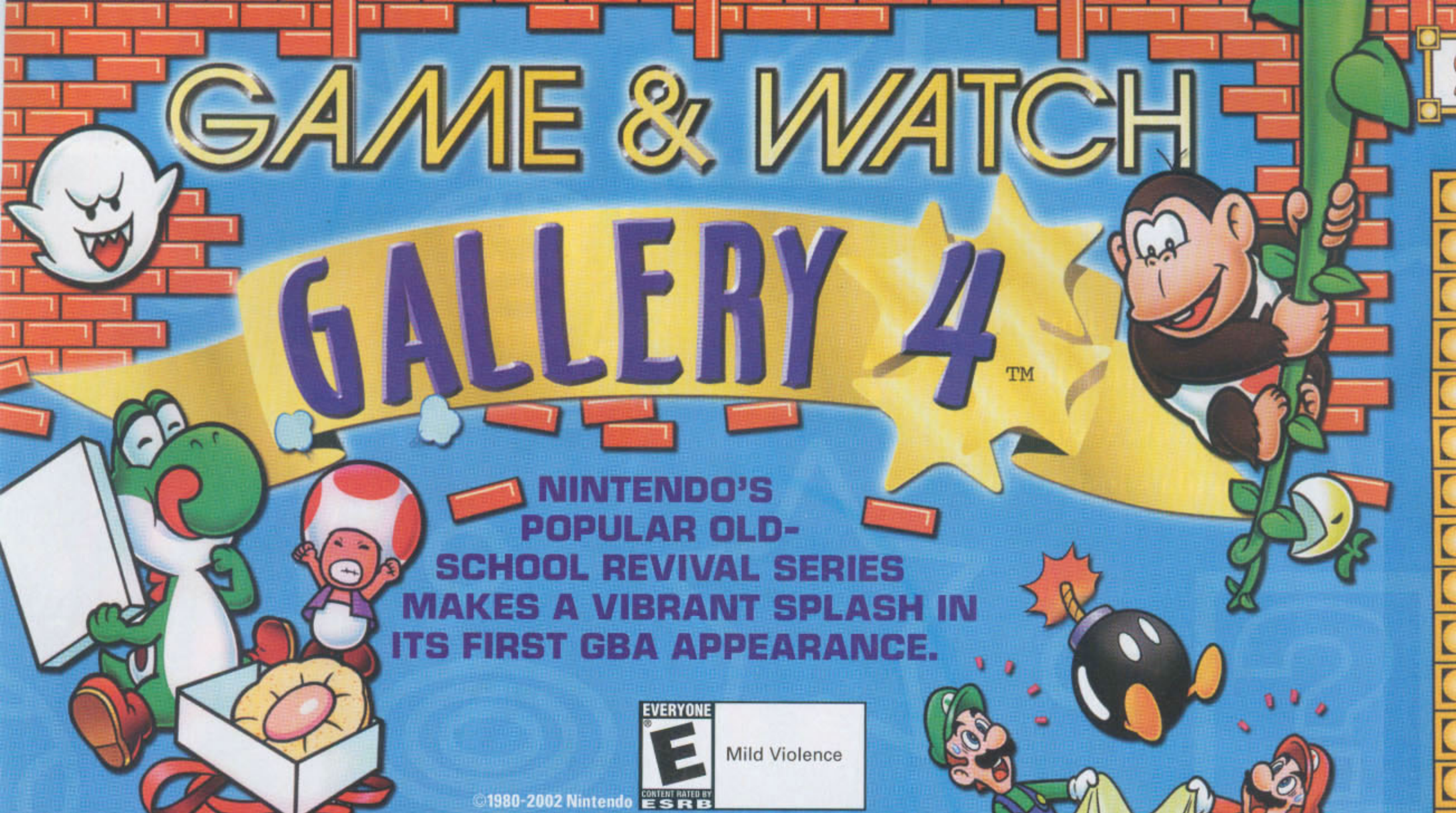








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NINTENDO'S POPULAR OLD-SCHOOL REVIVAL SERIES MAKES A VIBRANT SPLASH IN ITS FIRST GBA APPEARANCE.

NEW TWIST TO OLD STYLE

True old-timers will remember the days when Nintendo games were sold as individual toys, encased in palm-sized plastic consoles that were similar in size to today's GBA. Each toy included an LCD game and a fully functional clock, complete with an alarm. Game & Watch Gallery, which started on Game Boy, provided gamers with modernized versions of those classic games. Now that the series has moved to GBA, it's better than ever.



VIEW THE GALLERY

There's no final destination or end goal in the various Game & Watch contests. The objective is simply to play for as long as you can and get the highest score possible. You'll be rewarded with new games and additional gallery surprises.

MUSEUM



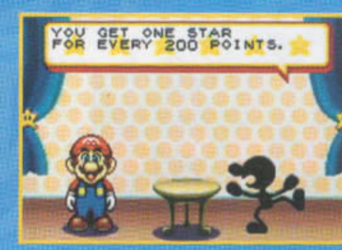
Once you've unlocked the museum, you can add games to it by earning stars. Take a stroll down memory lane with nine games of yore.

MESSAGE BOARDS



Check the message board for descriptions of gallery items. Read hints and strategies for the various versions of each game.

MUSIC ROOM



Groove to your favorite funky tune in the music room. After you play a game, it will be available in the gallery.

PRESENTS

YOU GET ONE STAR FOR EVERY 200 POINTS.

After compiling stars in the various games, check the present room, once it's unlocked, to receive special gifts and surprises.

SELECT A GAME

FIRE

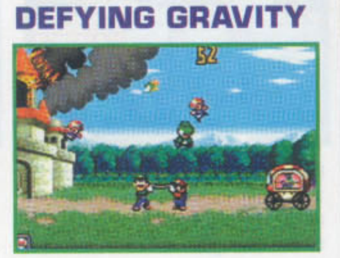
The castle is ablaze, and Mario and Luigi must rescue Goomba, Yoshi and Donkey Kong Jr. Unlike in the classic version of the game, characters fall at different speeds.

BREAK AN EGG




Occasionally, an enormous egg will drop from the castle and crack open after hitting the trampoline. Some contain bombs, while others contain gifts. Let the bombs fall but collect the bonus items.

DEFYING GRAVITY



So much for the laws of physics—in this game, Yoshi and Kong fall at a much faster rate than the Goombas.

MAD DASH

When many characters are falling at once, focus on the entire screen and plan several steps ahead.

DOUBLE TIME



When the game speeds up, don't panic. Remain patient and resist the urge to move to a different spot too quickly.

CLASSIC

SAME SPEED



In the classic version, the leapers fall at an equal rate, which makes it easier for you to react appropriately.

FOUR STORIES



In hard mode, jumpers will drop from low levels, forcing you to zip back and forth frantically.

BOXING

For most gamers, classic boxing conjures up memories of Punch-Out!!. But even Punch-Out!! had its ancestors. Old-school boxing games were all about having fast fingers.

DODGE & STRIKE



Float like a butterfly and sting like a bee. Draw your opponent in by leaning back, then strike swiftly.

GO HIGH, LOW



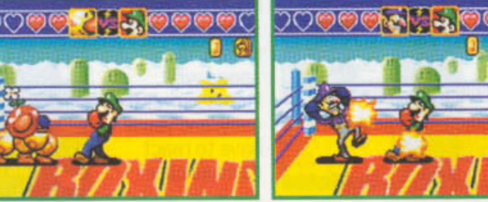
Keep your opponent off guard by mixing up the locations of your punches. Aim for the head, then the body.

FINISH HIM




Once you've forced an opponent against the ropes, unleash a mad flurry of punches and don't let up.

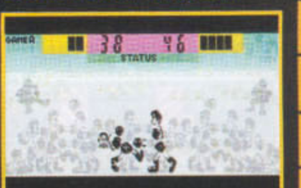
TROPHY COLLECTION



Win a match by pushing your opponent to the ropes and depleting him of energy. You will earn a reward after each victory.

CLASSIC

BUTTON MASH



The secret to victory in the old-school version is to tap the punch button at a frenetic rate.

KNOCK OUT



Don't look for a ref or judges. There's only one way to win: You fight until someone gets KO'd.

RAIN SHOWER

The classic version was about avoiding the rain and keeping the laundry dry. In the modern concoction, Bowser hides in a tree and drops water balloons on unsuspecting characters. Despite the new setting, the hectic pace remains the same.

HIGH-WIRE ACT



Mario must jump around like an acrobat, pushing wires back and forth in an effort to keep his friends dry.

TAKE A SEAT



Keep an eye out for new characters, such as the princess, who enter the game and occupy one of the swings.

COLLECTION



Catch the gifts that Bowser tosses, such as moons and coins. Earn a secret surprise by filling the moon meter.

CHANGE OF SEASON






Notice that the water balloons are color-coded—the colors represent different areas of the screen. Anticipate where each balloon will land. As your points accumulate, the leaves will change color.

CLASSIC

HARD RAIN



No colored balloons here—you must rely on the barely-visible track of each rain drop.

FLYING PESTS



In the hard version of the game, crows will appear randomly and jostle the wires.

DONKEY KONG JR.

Mario has caged Papa Kong, and Junior must swing his way past obstacles to free his dad. The controls take a little getting used to—Junior's range of motion is limited by the G&W style. You can climb vines by pressing Up, and jump with A or B.

SQUASHED



Eliminate obstacles by stomping them out. Time your jumps so that you land on top of approaching enemies.

PLATFORM



You must recover the key to gain access to the platform, which provides a route to the cage above.

FREEDOM



If you reach the top, you can unlock the cage. You must succeed four times before moving to the next scene.

FOOD FIGHT

Make use of hanging fruit to knock away enemies below. Touch the fruit to send it tumbling downward.

HANGIN' AROUND

You can move vertically or horizontally across the vines, but watch out for flying objects, such as bullets.

CLASSIC

JUNGLE ACTION

Vines can be difficult to see, but they're essential for avoiding enemies in the classic version.

LEAP OF FAITH



You must wait for the key to swing all the way to the left before jumping toward the cage.

MARIO'S CEMENT FACTORY

This game will test your patience as you wait for slow-moving elevators and gooey cement. Overreacting will send you tumbling down a deadly elevator shaft. Once you get the hang of it, Cement Factory is a good place to accumulate points and stars.

LOADING ZONE

Carts will dump cement from above and into containers on the third floor. You must move the cement to the bottom.

GHOST IN THE MACHINE

As an added twist to the classic game, ghosts will fly around and attempt to occupy one of the three spaces in each container. When unloading on the top floor, always check the container below to make sure there's enough room to dump the cement.

FEEDING TIME

Clear the cement from the second-floor containers by unloading it into Yoshi and Goomba's mouths.

PICK UP THE PACE

If you manage to gain enough points, the speed will increase drastically, and you'll have to react more quickly.

CLASSIC

STEP CAREFULLY




Unlike in the modern version, you can't drop down the shaft and land on an elevator below.

SLOW DOWN




Since you must wait for elevators, you'll have to play the old-school version cautiously.

DONKEY KONG 3

DK3 is one of the most addictive games of the bunch. It allows two players to link GBAs and compete against one another. Mario and DK are at opposite ends of a room and try to push a fireball at one another—by shooting bubbles.

RAPID FIRE



You start the contest with four shots. Unload your ammo immediately to keep the fireball away from your side.

RELOAD



Fire one at a time. Don't wait for your weapon to reload fully unless the obstacles are at a safe distance.

STAY PUT



The fireball will move up and down. Don't waste time moving around. Remain in the center and keep shooting.

SNEAK ATTACK



If the ghost is in your half of the room, it will inch closer when you turn your back to refill. Try pushing the ghost toward your opponent at the start of the match. For more details on how to use the ghost to your advantage, check out nintendopower.com.

CLASSIC

THAT STINGS



In the classic version, Stan and DK use bug spray to keep a pair of flying pests at bay.

STEADY STREAM

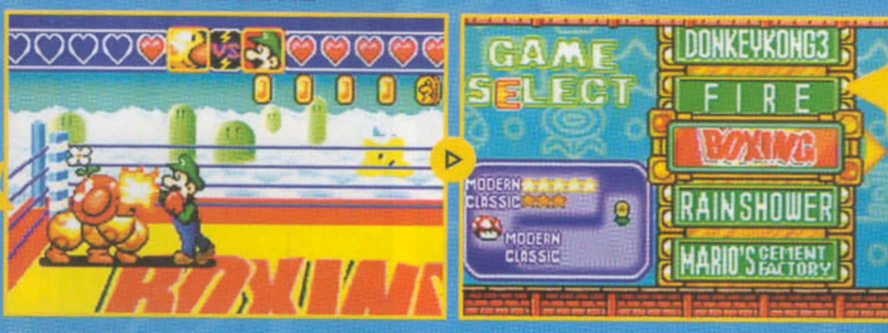


You can have great success by staying in the middle and spraying one stream at a time.

REACH FOR THE STARS

Getting tired of the six games that are available from the get-go? The cartridge offers more than meets the eye, and there's good reason to master each game. If you accumulate enough stars, you'll unlock other Game & Watch challenges.

RUN UP THE SCORE



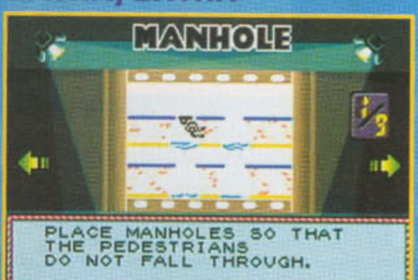


You will earn one star for every 200 points. After unlocking a new game or gallery, you will receive a notification of the bonus item. Return to the Game Select screen to see how many stars you've obtained in the classic and modern renditions of each game.

GALLERY GAZING

Head to the gallery corner and check out the museum to see if you've unlocked any additional old-school games.

EXTRA, EXTRA



There are nine classic games, such as Manhole and Tropical Fish, that you'll add to the museum by earning enough stars. Be sure to check the Presents section of the gallery for special surprises.

BONUS GAMES

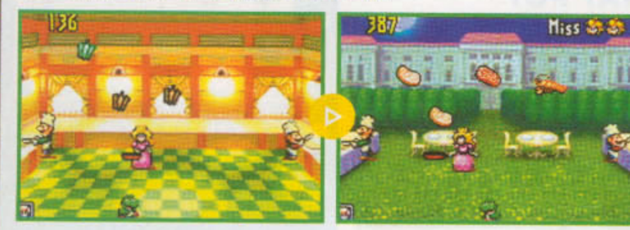


You'll unlock five more playable games, complete with modern and classic versions, by earning the maximum number of stars in the six original games. Among the new games are Chef, Donkey Kong and Fire Attack.

UNLOCKABLE GAME - CHEF

Chef is a fast-moving game that's similar to Fire. It puts you in the roll of fry pan flipper—you're in charge of keeping the flying food up in the air and off the ground.

CENTER OF ATTENTION



When several items of food are in the air at once, position yourself between the falling objects. Spin left and right with the A Button. Recognize that each type of food falls at its own speed.

INTO THE FIRE



Food falls faster in the classic version, which makes the game more hectic than its modern-ized counterpart.

MORE UNLOCKABLE GAMES

- MARIO BROS.
- DONKEY KONG
- OCTOPUS
- FIRE ATTACK

TURN BACK TIME

The Game & Watch series achieved great success on Game Boy Color because of its assortment of games and plethora of extras. The tradition continues on Game Boy Advance. With nine available games (you must unlock some), each containing modern and classic versions, there's no end to the variety. Game & Watch Gallery 4 is the perfect addition to any gamer's library—not only does it provide a slice of gaming history, it supplies hours of addictive fun.



TO SURVIVE, YOU MUST
CHANGE INTO A WARRIOR.



TO SAVE HUMANKIND, YOU
MUST CHANGE INTO A HERO.



CHANGE OR DIE.



Xbox™ video game system screenshots shown.

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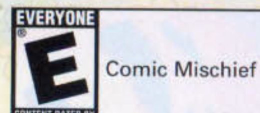






Ham-Hams Unite!

Based on the popular animated TV show, Hamtaro is making its charming smash debut on Game Boy Color.



Ham-Hams Rule!

Boss has worked hard to whip up a surprise for the Ham-Hams, but they're nowhere to be found. It's up to Hamtaro to round up the bunch, but first, he'll need to master a new language called Ham-Chat that all the "spiffie" Ham-Hams speak. During your search, be sure to visit the HM Boutiques, located in many areas of town. You can buy new clothing and items with which to play dress-up.





1) Clubhouse
2) Acorn Shrine
3) Sunflower Park
4) Sunflower Elem.
5) Sunflower Market
6) Ruins
7) Sky Garden
8) Crow's Pad

Once Boss tells you about an area, a sunflower icon will indicate its location on the Town Map. An area's sunflower will spin when you've found all the Ham-Hams in that area and learned all the Ham-Chat words. After you return every Ham-Ham in town to the Clubhouse, stars will fall from the sky and the sunflowers will be replaced with star icons. Go through each area again and find the stars.

Acorn Shrine

The golden sunlight peeks through the leaves of towering trees as little hamsters scurry playfully below. Maxwell and Bijou are romping around somewhere in Acorn Shrine, and Hamtaro needs to find them and tell them about the waiting surprise. Leave no acorn unturned!



Items Found in Level

ROCKS - 4
ACORNS - 4
HAM NOTES - 1
STARS - 2

LOCATION: Two screens to the right of the entrance. Say "Hamha!" to the girl hamster.

MEGA-Q

With the right coaxing, hamsters in each area will teach Hamtaro new Ham-Chat words. When Hamtaro learns a new word, he writes it down in his Ham-Ham Notebook. When you are missing a key word, a "?" appears in your chat choices.

Try a New Approach

Try every Ham-Chat word available when interacting with another hamster. Sometimes, the direction you face when talking matters, too.

1 Cookies



Talk to the mom hamster four times to hear about her son. Find her son in Sunflower Market and talk to him about his mother's cookies. Get homemade cookies from his mom. Take the cookies to the son to make him return home.

2 Trades



After returning Tricket to his owner in Sunflower Park, go to the Sky Garden and trade the "this" to the hamster brothers for a "that." Return to Acorn Shrine, "Tack-Q" the hamster with the nut and trade him the "that."



3 Bugs



Bugs have a keen eye for hidden things. "Tack-Q" the rock near the sleeping hamster. A pill bug will roll out—watch where it circles and "Tack-Q" the wall there for a surprise. Other bugs will point out secrets, so watch closely!



4 Bijou



Digdig!

The impish, little Bijou plays a fun game of tag with Hamtaro, but during the romp, she drops her favorite thing—a Shiny Rock. "Tack-Q" the tree Bijou is behind, then say "Oopsie." "Digdig" into the grassy hole on the right to find her Shiny Rock. Bijou will return home.

5 Maxwell



Go beneath the shrine, one screen left of the sleeping hamster. "Tack-Q" twice beneath the cracked spot on the wall. Stand in the light and say "Hamha!" When Maxwell falls down, face him and say "Nopibloo." After you make him laugh, Maxwell will go to the Clubhouse.

1



LOCATION: In the lower-right corner of the area. Go to the door and say "Hamha!"

HAMSOLO



LOCATION: One screen up from the door. Face the flower and "Hif-hif" it.

KOOCHI-Q



LOCATION: One screen up from the flower. Face the right tree and "Tack-Q" it.

OOPSIE

2



LOCATION: One screen up from "Oopsie." Face the nut tree and "Tack-Q" it.

SPARKLIE



LOCATION: One screen left of the nut tree. Face the moving grass and "Hif-hif."

DELICHU



LOCATION: One screen left of the moving grass. Face the hamster and say "Hamha!"

TEENIE

3



LOCATION: One screen down and right of "Teenie." "Tack-Q" the sleeping hamster.

ZUZUZU



LOCATION: One screen down from "Zuzuzu." Face the hamster and say, "Hamha!"

NOPIBLOO



LOCATION: One screen left of the jumping hamster. Face the hole and say "Hamha!"

DINGBANG

4



LOCATION: One screen up from "Teenie." Find and return Bijou's Shiny Rock.

THANK-Q

5



LOCATION: One screen down from "Teenie." After Maxwell falls, say "Nopibloo" to him.

BIZZAROO

Sunflower Park

The jungle-gym peaks and slide valleys of Sunflower Park are Hamtaro's next destination in his quest to round up all 12 Ham-Hams. Pashmina and Oxnard have been spotted in the park, so search high and low to bring them back to the Clubhouse.



Items Found in Level

ROCKS - 6 HAM NOTES - 1
ACORNS - 0 STARS - 2



Your Hammo, Crow

When you get Pashmina's scarf back from Crow, teach him a Ham-Chat word. Hamtaro can call to Crow in places like the Ruins and Sky Garden for tips and a ride to other areas. You can also visit the secret spot, Crow's Pad.



1 Slip-Slide



After you learn "Hushgo" from the sunbathing hamster, return and "Hif-hif" him a second time. Leave the spot and return to find him gone from his chair. Climb up the slide to find the slippery hamster and follow him to a secret area.



2 Cheese



"Hif-hif" the white hamster that's counting, then help him find all three hiding hamsters. When he begins counting for the second game of hide-and-seek, "Hif-hif" him for the Limburger. The stinky cheese sells well at the Ham-Swap.

3 Tricket



Talk to the hamster who teaches you "Hammo" to get the Cucumber and learn about his lost pet, Tricket. Return to the Acorn Shrine where you learned "Koochi-Q." "Hif-hif" the sunflower seed to find Tricket. Take him back to his owner.

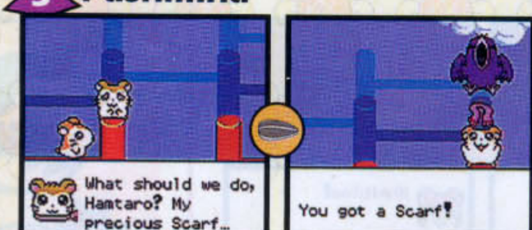
4 Oxnard



Find Oxnard one screen up from and left of the entrance. Face the pudgy Ham-Ham and say "Hamha!" to hear about the Special Sunflower Seed he lost. Say "Chukchuk" to Oxnard to reveal that he's been sitting on his lost seed all along. He'll return happily to the Clubhouse.



5 Pashmina



"Scoochie" up the second pole of the jungle gym to find Pashmina. When wind blows Pashmina's scarf away, climb down then "Scoochie" back up the first pole to find the Crow. Say a Ham-Chat word—Crow will drop the scarf. Teach Crow "Hammo" then return to Pashmina.

1 LOCATION: One screen up from the entrance. Face the hamster and "Hif-hif."
HUSHGO



2 LOCATION: One screen down from Oxnard. "Hif-hif" the white hamster.
BLANKO



LOCATION: "Digdig" in the hole after you learn about the hide-and-seek game.
MEEP-P



LOCATION: One screen down from "Blanko." "Tack-Q" the right side of the sign.
HUSHIE



LOCATION: Two screens right of "Blanko." "Digdig" on the hiding hamster.
CHUKCHUK



3 LOCATION: One screen right of "Hushie." Say "Hamha" then "Koochi-Q."
HAMMO



4 LOCATION: One screen up and left of the entrance. Say "Chukchuk" to Oxnard.
GASP-P



LOCATION: After Oxnard returns to the Clubhouse, Boss will give you two words.
STICKIE/TUGGIE



LOCATION: "Tack-Q" the second jungle gym pole, and "Tack-Q" the hamster.
BLASH-T



5 LOCATION: Get Pashmina's scarf back from Crow at the jungle gym and give it to her.
BESTEST



Sunflower Elementary

With summertime in full swing and the students on vacation, Sunflower Elementary has become a bustling hub of Ham-Ham activity. Panda's workshop is set up in a classroom, and Jingle's soothing tunes can be heard floating over the school yard.

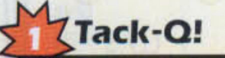


Items Found in Level

ROCKS - 4 HAM NOTES - 1
ACORNS - 0 STARS - 2

Cause and Effect

Backtrack whenever you find something new. In the Ruins, Hamtaro can "Tack-Q" a broken television set. Three sinks fall down, and the fourth hits the elderly hamster one screen up. Go back and talk to him for a new Ham-Chat word.



1 Tack-Q!



To get past the lazy pup lying in the schoolyard, stop in front of his nose and "Tack-Q" him once to make a Ham-Ham pop up on his back. "Tack-Q" him again to learn "Hamchu." When it doubt, roll about!

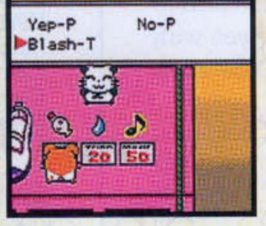
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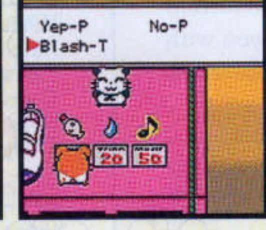
Even hamsters have the Internet at their claw tips. Go to the computer room and use "Stickie" to turn on the power. Scamper over to the mouse and click on the picture of a Hamtaro to learn a new word, "Smoochie."

3 Panda









Find Panda tinkering in his schoolhouse workshop. Greet Panda with a hearty "Hamha!" to make him return to the Clubhouse. Panda is a handy hamster and can fix broken items for you. Take the bottle you buy from the Ham-Swap to Panda in the Clubhouse for a repair.

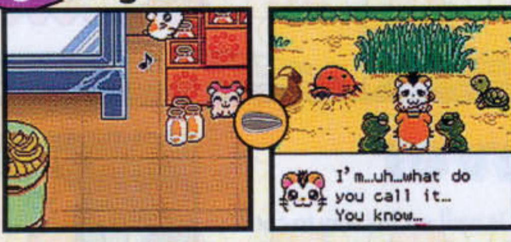
4 Tea Time





"Tack-Q" the lounging hamster in the lunch room, then say "Oopsie" to find out that he wants Flower Tea. Buy a bottle from the Ham Swap and get Panda to repair it. Fill the bottle with Flower Tea, and give it to the sick hamster.

5 Jingle



After Hamtaro learns "Pooie" from the elderly hamster in the Ruins, return to Sunflower Elementary. Climb the milk bottles in the lunchroom to find Jingle performing a song outside. Say "Hamha!" to Jingle, answer him with "Pooie" then "Smoochie." He'll go to the Clubhouse.



1 LOCATION: Face the dog and "Tack-Q" him twice to make a little hamster appear.
HAMCHU



LOCATION: In the school lunchroom. Say "Bestest" to the hamster.
HUFFPUFF



LOCATION: In the computer room on the first floor. Say "Hamha" to the hamster.
WISHIE



2 LOCATION: "Stickie" to turn on the computer, then click the picture with the mouse.
SMOOCHIE



3 LOCATION: Say "Wishie" to Panda after you buy the bottle from the Ham-Swap.
WHAWHA



LOCATION: In the Lab. "Tack-Q" the skeleton, then "Blash-T" at the hamster.
CRAMCRAM



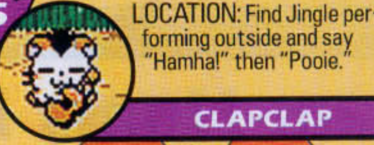
LOCATION: At the Flower Tea shop. Say "Hamha!" to the hamster drinking tea.
NOWORRIE



4 LOCATION: Say "Hamha!" then "Huffpuff" with the bottle to get some tea.
HOTCHU



LOCATION: Take the bottle of Flower Tea to the sick hamster in the lunchroom.
PERKSIE



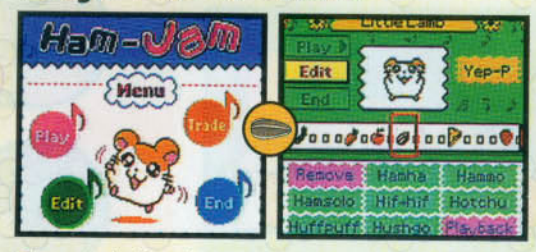
5 LOCATION: Find Jingle performing outside and say "Hamha!" then "Pooie."
CLAPCLAP



Ham-Ham Dance

The only thing Ham-Hams love even more than sunflower seeds and playing in the sun is dancing the hours away to hot, new Ham-Jams. Inside the Clubhouse is a Dance Hall where the Ham-Hams can boogie to Ham-Jams, edit songs or trade them with their very best "Hammo."

Play, Edit or Trade



Play and edit Ham-Jams as you collect them to watch Hamtaro dance. You can also trade Ham-Jams with a friend by using the infrared port on your Game Boy Color.

Dance Away



In the Dance Hall, Hamtaro can Ham-Jam to Ham-Chat words. Hamtaro can perform a Ham-Jam that he's found or a masterpiece you've created through editing.

The Ham-Ham Dictionary

Once you complete the Ham-Ham Notebook, return to the Clubhouse and talk to Boss. He'll reward you with the last Ham-Chat word and the Ham-Ham Dictionary.

Clubhouse (25)

Hamha	Greeting
Tack-Q	Roll
Hif-hif	Sniff
Digdig	Dig
Scoochie	Climb
Scrit-T	Scratch
Pakapaka	Bite
Go-P	Bathroom
Lookie	See
No-P	No
Yep-P	Yes
Goodgo	Good luck
Tootru	Really
Tuggie	Tug
Stickie	Poke
Givehoo	Ask for
Bluhoo	Sad
Ouchichi	Ouch
Gorush	Hurry
Pookie	Like
Smidgie	Almost
Wit-T	Funny
Hampact	Promise
Grab-B	Get
Greatchu	Great

Acorn Shrine (12)

Mega-Q	Big
Hamsolo	Lonely
Koochi-Q	Pretty
Oopsie	Sorry
Sparklie	Delight
Delichu	Delicious
Teenie	Small
Zuzuzu	Sleep
Dingbang	Noisy
Nopibloo	Don't fret
Thank-Q	Thank you
Bizzaroo	Strange

Sunflower Park (9)

Hushgo	Reveal
Blanko	Forget
Hushie	Secret
Meep-P	Regret
Hammo	Friend
Chukchuk	Give up
Gasp-P	Oh no!
Bestest	Fantastic
Blast-T	Angry

Sunflower Elem. (10)

Hamchu	Kind
Huffpuff	Carry
Wishie	Beg
Smoochie	Love
Whawha	Frantic
Hotchu	Hot
Perksie	Listen
Clapclap	Encore
Noworrie	Relax
Cramcram	Study

Ruins (14)

Lotsa	Many
Pooie	Uncool
Ta-dah	Show
Shashaa	Hide
Grit-T	Courage
Bye-Q	Good-bye
Wait-Q	Wait
Panic-Q	Scary
Herk-Q	Powerful
Nopookie	Dislike
Soak-Q	Wet
Blissie	Happy
Blahh	Tired
Blushie	Embarrass

Sunflower Market (9)

Dundeal	Sell
Giftee	Give
Frost-T	Freezing
Hamspar	Enemy
Minglie	Play
Krmpkrmp	Eat
Nokrmp-P	Hungry
Wondachu	Wonderful
See-tru	Invisible

Sky Garden (7)

Hamtast	Perfect
Shockie	Surprise
Hulahula	Lollygag
Spiffie	Stylish
Hamteam	Cooperate
Nogo	No can do
Twintoo	Identical

Crow's Pad

NO WORDS IN THIS AREA

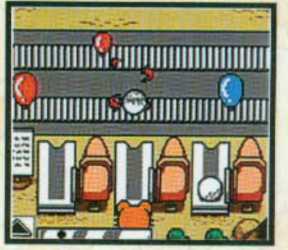
Total: 86 words



Ham-Hams Forever

With six Ham-Hams back at the Clubhouse, Hamtaro is well on his way to completing the Ham-Ham roundup. What sort of great surprise could Boss have whipped up for the Ham-Hams? Everyone is waiting in anticipation for Hamtaro to return with the last of the Ham-Hams. Check back at the Clubhouse for clues and new Ham-Chat words to use. Ham-Hams unite!



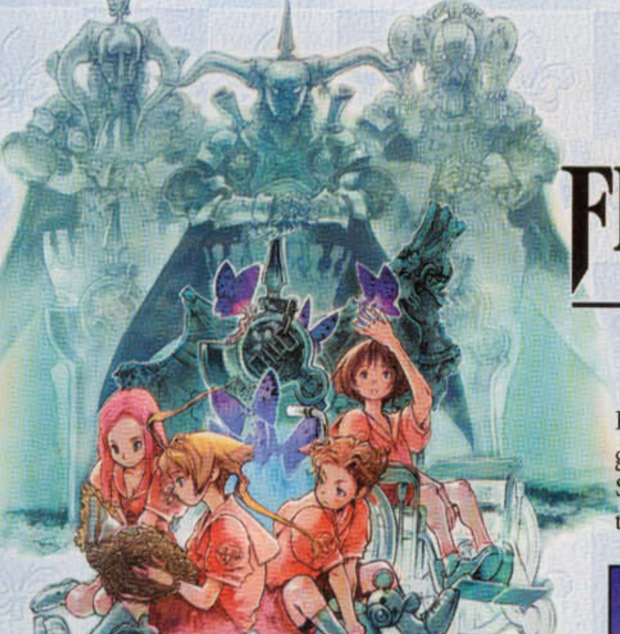




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Sometimes the Epic Center editors impress even themselves. Check the next two pages for news about upcoming Japanese releases from Square and Nintendo, then get all the Lunar Legend data you'll ever need. The screens and art below are from Final Fantasy Tactics Advance, and the goods on the next page come from Final Fantasy: Crystal Chronicles.



FINAL FANTASY TACTICS ADVANCE™

ファイナルファンタジータクティクスアドバンス

Final Fantasy Tactics Advance is not a port, but instead an original game built from the ground up. The story takes place in a town called St. Ivaries, and new characters, jobs and combat systems make it one of the most anticipated Japanese GBA titles of the year!











FINAL FANTASY: CRYSTAL CHRONICLES

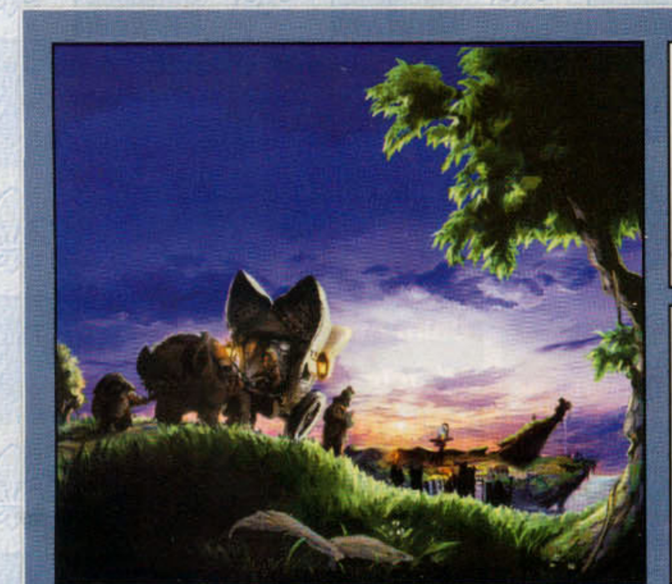
Square Soft has created some of the world's best RPGs (see NP Volume 156 for a Square history), and now a venture called Game Designer's Studio—co-owned by Square and Final Fantasy creator Akitoshi Kawazu—is bringing the magic to the GCN. (Game Designer's Studio was sponsored by Fund Q, a development fund started by Nintendo's former president, Hiroshi Yamauchi.) Final Fantasy: Crystal Chronicles is a brand-new Final Fantasy title exclusive to the Nintendo GameCube and published by Nintendo. In a new twist on multiplayer action, FF:CC has a feature that allows up to four players to connect GBAs to a GCN and form a single party. Party members' stats will be shown on their GBA only, which means if you are poisoned, you'll have to ask the party's magic user for a healing spell! It's a groundbreaking concept for a console RPG game, and one that the Epic Center editors are very excited about. Of course, the game will still be a total blast if you play it solo. Both Final Fantasy titles are currently slated for release in Japan only (FFTA in January of 2003 and FF:CC in spring of 2003), but we're hopeful that North American versions will follow. Stay tuned to Epic Center for more late-breaking Final Fantasy information!















A few of the new characters from Final Fantasy: Crystal Chronicles are shown above. To the left you can see concept art and sketches straight from the design team.

EPIC TACTICS

Lunar Legend is a Game Boy Advance remake of a Sega CD and PlayStation title called Lunar Silver Star Story. We twisted arms at Ubi Soft and got exclusive info on armor, weapons and enemies for the GBA version. Below, you'll find a list of party members, spells they can learn and how much MP it costs to cast them. Note that Art Gauge moves are special attacks, not magic.



MAG



Mag is a young man who desires to be a Dragonmaster. He is the leader of your band of heroes.

Spell	MP
Sordance	6
Blast	9
Rubean	10
Vigor	10
Flash	18
Cyanic	40
Quarker	60
Amelian	70
WoodDirk (Art Gauge)	-
Liner (Art Gauge)	-

MIA

Mia is kind, but she can use devastating magic. She and Nash have an on-again, off-again relationship.

Spell	MP
Freezer	5
FlameArc	7
Blizzard	10
IceShell	11
Buck Up!	11
Fireball	13
Sleet	15
Inferno	30
Charge (Art Gauge)	-
MistVeil (Art Gauge)	-

NASH



Young, brash Nash is a mage in training. He may be full of himself, but his skill with magic is second to none.

Spell	MP
Stone	6
Riot	6
Confuse	7
Enclose	8
Sleep	9
Sparkler	10
Thorbolt	15
Blitz	18
ThorRain (Art Gauge)	-
Charge (Art Gauge)	-

LUNA



Luna has been living with Nash's family for years. The young woman is much more than she seems.

Spell	MP
HealSong	4
PureSong	4
Lullaby	8
PowrSong	10
Run Song	10
Tranquil	15
Goddess (Art Gauge)	-

KYLE



Kyle is the best pure fighter in the group, but his big mouth tends to get him in trouble with some frequency.

Spell	MP
Slash	6
Heat Up	8
Sweep	9
Sonic	14
Shiner (Art Gauge)	-
Knuckler (Art Gauge)	-

JESSICA



Though her friends know her as a tomboy, Jessica has a sweet side. Her father is Mel, a hero of the old days.

Spell	MP
Escape	1
Heal Ave	4
Pure Ave	4
Fear Ave	6
Love Ave	10
GraceAve	12
Calm Ave	15
Miracle	20
Smite (Art Gauge)	-
Crimson (Art Gauge)	-

NALL

Nall is a kind of flying cat (but don't call him that!) who tags along on your quest. He can revive fallen teammates.

Spell	MP
Althena!	0

TEMPEST



Tempest shows up much later in the game. He is a fierce fighter and willing to do anything for his friends.

Spell	MP
Flarrow	8
RushWind	10

Art Gauge—Characters can use an Art Gauge skill once they cause enough damage to opponents.

Weapon Name	Price	Attack Power	# of Attacks	Who Can Use It
Fry Pan	60	3	1	Luna
Knife	100	6	1	Alex, Kyle, Ramus
Cane	160	5	1	Nash, Mia
Short Sw	200	11	1	Alex, Kyle, Ramus
MetlClaw	200	8	2	Jessica
Hard Pan	280	15	1	Luna
SoftKnuc	300	10	2	Kyle
Long Sw	360	16	1	Alex, Kyle
LynxClaw	500	10	2	Jessica
Broad Sw	600	21	1	Alex, Kyle
Luck Rod	1000	16	1	Nash, Mia
RuneBlad	1000	27	1	Alex
AquaStaf	1200	20	1	Nash, Mia
CrystRod	1600	34	1	Nash, Mia
Hammer	1600	34	1	Jessica
SilverSw	1800	33	1	Alex, Kyle
Wow! Pan	1980	30	1	Luna
Flail	2600	39	1	Jessica
Katana	2800	38	1	Alex, Kyle
FlameRod	2800	28	1	Nash, Mia
Ice Rod	3600	43	1	Nash, Mia
ArmrGlov	3600	30	2	Kyle
WindClaw	3600	30	2	Jessica
Cestus	3600	34	2	Kyle
IceBrand	4000	44	1	Alex
EmeraldS	4000	40	2	Kyle
FreezKnu	4000	30	2	Kyle
Ice Hamr	4400	44	1	Jessica
Soniclaw	4400	30	1	Jessica
MeteoRod	5800	38	1	Nash, Mia
BeatKnuc	6000	25	2	Kyle
Flame Sw	6000	49	1	Alex
Bastard	6400	50	1	Kyle
Sonic H	7600	50	1	Jessica
BattlBow	8000	70	1	Tempest
MindStaf	8600	10	1	Nash, Mia
BattleSw	9000	55	1	Alex, Kyle
Flame H	10000	52	1	Jessica
MorningS	10000	50	1	Jessica
ThunderB	12000	55	1	Alex, Kyle
StarClaw	12000	28	2	Jessica
Erthquak	12400	56	1	Jessica
IronKnuc	14000	30	2	Kyle
Wind Sw	14000	60	1	Kyle
Dark Sw	15000	61	1	Alex
WindStaf	16400	20	1	Nash, Mia
MindBrak	16800	62	1	Jessica
MasterGl	18000	60	2	Kyle
Brave Sw	20000	65	1	Kyle
Blood Sw	21000	60	1	Kyle
MindEdge	21000	60	1	Alex, Kyle
Master Sw	21000	68	1	Alex
HolyHamr	22000	68	1	Jessica
DreamKnu	24000	33	2	Kyle
CrystalS	25000	70	1	Kyle
DiamondB	25000	70	1	Jessica
DragoonW	26000	60	1	Nash, Mia
GarnetCl	28000	55	2	Jessica
BraveArm	28000	55	2	Kyle
DangClaw	30000	42	2	Jessica
Angel Sw	40000	50	1	Alex
PhenixCl	42000	60	2	Jessica
Demon Bl	150000	85	1	Kyle
AlthenaS	0	75	1	Alex

Armor Name	Price	Defense Power
Cloth Hat	20	2
Scarf	20	1
Pot Lid	20	2
Bandanna	20	1
WristBan	60	1
Clothes	80	3
WoodShld	100	3
ClothArm	140	5
HairBand	160	3
Pot	180	4
Gauntlet	200	4
Leather	200	7
SilvRist	220	4
FlasBand	240	4
IronHelm	260	5
LeathArm	260	9
IronShld	360	5
JadeTiar	400	6
Robe	400	11
SilvGard	480	6
PlateArm	480	13
BunnySut	600	12
PistRobe	600	14
PlatRist	660	7
SilvShld	900	7
Platinum	1000	8
SilverCh	1200	17
MageRobe	1280	15
MetlHelm	1360	9
BaptRobe	1400	18
BravBand	1400	7
RainTiar	1600	9
FemTiara	1800	10
MetlShld	1800	10
CrysGard	2000	10
SorcRobe	2000	19
DragCost	2000	20
MetlPlat	2400	21
RainRist	2400	11
BatlHelm	2600	12
LuckBand	2800	10
RituRobe	2800	22
ShineTia	3000	12
CoralTia	3400	13
VaneRobe	3600	23
BatlShld	3600	13
DragRist	3800	12
RainbowB	3800	12
BattlArm	4800	25
RubyGlov	5200	13
BravHelm	5400	15
LereRobe	5600	26
DragBand	5600	12
MindRobe	6800	27
HolyTiar	6900	16
MagicTia	7000	14
SpikShld	7200	16
DreamRib	7200	17
LiteRobe	7200	26
StarBrac	7600	14
GoddBand	7600	15
HolyRist	7800	14
ShineRst	8000	15
DarkMask	8000	18
Cat Ears	8400	13
SilverPl	9600	29
EarthArm	10000	27
DarkShld	10000	19
Angel Br	11000	16
AngelDrs	11200	30
MiroShld	11400	17
GoddesRi	11400	17
Armor O	12000	10
Angel Ri	12000	18
BraveArm	12000	33
DragonCo	12400	31
Spirit R	12600	39
MagPlate	13400	30
GoddessR	16000	33
HolyRobe	17000	36
MastSuit	17000	35
Salvatio	18000	34
DarkArmr	18000	37
BarrierO	35000	15
Dragon O	0	1
DragnArm	0	40
DragHelm	0	20
SragShld	0	20

Enemy Name	Level	HP
Burg Dog	2	25
Deathcap	1	15
Pirate 1	7	46
Pirate 2	7	56
Flytrap	3	30
Ammonite	11	48
FatSnake	10	42
Killfish	11	50
Wisp	12	38
Todstool	13	25
Gunfoot	17	72
Ice Dog	18	5
Batlefly	12	22
Dethmoth	12	55
Wildboar	16	53
Earthel	14	66
Ant Lion	14	45
PudgyBoa	13	70
The Deep	16	100
Cyclops	19	130
Piranha	15	70
C Mirror	15	82
Meteor	17	90
C Knight	18	80
Flymet	17	85
Rook	19	85
Gargoyle	22	140
Necroman	17	90
Darklord	19	120
BatleBat	21	85
Homunc	19	81
Kyklops	24	200
Gigany	25	150
Flufball	20	100
Puffball	23	175
Maneater	22	144
Devilfly	21	96
Blob	22	246
Burner	26	260

Enemy Name	Level	HP
Fire!	27	150
Scorpion	24	200
Mindblow	26	250
Sparkeye	28	350
Giga Ant	25	140
Merlance	27	292
SpikeRat	29	200
Waterel	26	170
Slime	25	200
Dryad	26	273
Ice Pup	30	140
Swarmer	28	170
Shrieker	28	100
Ironman	28	300
Sorcerer	28	150
Zane	28	320
MagicHat	39	60
Spector	36	170
MechStar	35	167
M Mirror	33	151
Shroom	28	150
Ambush	28	200
Yeti	30	150
Inceptor	32	170
Torment	34	260
Coronast	30	140
Chaos	35	400
Goth	32	320
Piper	17	210
Zotto	17	420
MechTank	44	250
Stalker	34	140
Sergeant	34	210
RocBiter	32	178
Briller	39	310
Wyndham	35	236
Baiken	37	260
D Mirror	35	109
Ur Golem	43	400

Enemy Name	Level	HP
Plankton	41	350
Disarmer	40	350
Elemage	38	300
Arrofish	42	270
Killfang	44	420
Archmage	40	320
Bomangel	42	330
Gigsdeth	43	270
Pikuni	43	330
Gudeth	46	550
Rig Horn	46	500
Crusher	46	420
Asmodeus	66	666
Bomdevil	46	360
Hellslug	21	100
NoBrainr	23	120
Gorgon	20	107
Bad Buzz	20	100
Ampshire	40	470
Hotfoot	45	450
Vor Boar	41	480
Natilus	44	350

Boss Name	Level	HP
Captain	4	321
Rin-Rin	7	491
Mel	10	370
EvilMist	13	1210
Frogzard	14	1821
Grandoom	16	1761
BronzDog	22	2060
Tempest	25	2700
Blaclamp	30	3001
Rubeus	30	4501
Taben	32	4801
MEmperor	34	5080
Royce	38	4800
Xenobia	40	4900
Guardian	40	6001
Ghaleon	40	6800





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The game, my reputation and two C-notes on the line.



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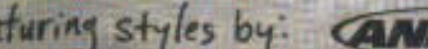


STREET HOOPS

Rock the gear. Rock the beats. Rock the courts.

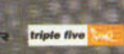
Blast tracks by DMX, Ludacris and Xzibit

Featuring styles by:








SPECIAL REVIEW

AN EVOLUTIONARY NEW ADVENTURE FOR NINTENDO GAMECUBE.

エヴォリューション

EVOLUTION WORLDS

世界



A WORLD OF EVOLUTION

Ubi Soft's unique Evolution Worlds for Nintendo GameCube is based upon the popular Sega Dreamcast titles Evolution and Evolution 2. In addition to new changes, including retouched graphics, full voice acting and the new Top Hunter Mode, favorite characters return.

YOUR FRIENDS

The party consists of three members. Mag and Linear are automatically in your party, but you collect the third member. Choose from Gre, Pepper or Chain—each has his or her own unique strengths and weaknesses. You can swap party members while in a town.

GRE NAID

Mag's butler, Gre, is a very well-rounded adventurer. He whips up status-lowering spells in the form of cuisine and peps up the party with boosting spells.

PEPPER BOX

Pepper may be pretty, but she really packs a punch! Though Pepper has limited skills, her lasers make her a powerful ally. Pay her after each outing.

CHAIN GUN

Mag's rapscallion rival, Chain, has great multiple-target attacks and a useful group attack boost talent. Pay Chain a portion of each assignment reward.

PANNAMN TOWN

A quaint countryside community, Pannamn Town, is Mag's home and the origin of ancient tales about Evolutia, the legendary Cyframe. While in town, you can form your party, save a record of your adventure, buy or sell equipment at the Adventurer's Hut and get assignments from the Historical Society.

ADVENTURER'S HUT



The Adventurer's Hut offers one-stop shopping for all your adventuring necessities. Buy or sell items and equipment. When you're looking to buy equipment, green arrows show an upgrade, red a downgrade.

MAG'S HOUSE



Gre, Linear and Mag all reside at the Launcher family estate. Explore the house to get a taste of Mag's heritage and Linear's mysterious past. Gre tends to the upkeep of the house until called upon to fight.

PARTY FORMATION



Forming a balanced party is the key to successful adventuring. After you are given an assignment, select a companion to join you. Rotate your three friends equally so their skills are up to par for any encounter.

THE HISTORICAL SOCIETY

The Historical Society issues assignments to eager adventurers. You are paid for each job you complete. As you prove yourself, you will receive better pay, open more locations, and have more freedom to choose party members.



Speak with Nina the Receptionist at the Pannamn Historical Society to get your first few adventuring assignments.



USEFUL ITEMS



Learning which items to use can make or break an adventuring excursion. Keep a good stock of restorative items, like Mokana Ampoules and Naolins, on hand at all times. With only 30 inventory slots at the beginning, you must be selective.

TYPE	DESCRIPTION
❖Naolin, Naolin+, Naolin Gold	Restores 200 HP, 200 HP to all and 600 HP.
Venomol, Venomol+	Cures poison
Purol, Purol+	Cures skill blocks
Somnol, Somnol+	Cures sleep
Psychol, Psychol+	Cures confusion
Visuol, Visuol+	Cures blindness
Mobiol, Mobiol+	Cures paralysis
❖Ichthyol	Cures all status disorders except fallen
❖Mokana Ampoule	Restores 100 HP and 80 FP
Herbs	Restores 300 HP
❖Red Viper	Revives a fallen character and restores 25% HP
❖Ancient Eye	Blocks the enemy's special skills
Backward & Forward Curse	Moves enemies forward or backward in battles
Forward March Whistle	Moves party members to front rank
About-Face Whistle	Moves party members to back rank
Line Up Whistle	Lines up party members on same rank
❖Escape Incense	Warps you to dungeon entrance (unreliable)
Wind, Fire, Ice, Lightning Protection Packs	Protects against elemental type attacks

❖ Indicates an especially useful item or one that you should save

COMBINING ITEMS



Save inventory space by combining items. For example, combine individual pieces of Naolin to make a set. Try many combinations to discover new items.

COMBAT TACTICS

Combat in Evolution Worlds is built upon a strategic turn-based system. Move enemies and party members closer to battle or farther away, depending on the situation. Both enemies and allies take more damage when in the front row—they also attack faster and inflict more damage.

EVADE THE ENEMY



Sometimes it is best to avoid combat altogether if you are running low on health, magic or items. Circle behind an enemy and make a break for it to evade the approaching foe.

SURPRISE ATTACK



Sneak up behind foes to catch them off guard. When you surprise an enemy, your entire party gets to attack first and may get a second round in before the foe counterattacks.

TALENTS TURN THE TIDE



Every character has a unique talent or two. Check out each character's talents and use them when the situation is right. Characters can use talents only once per dungeon.

SKILL STRATEGY



Skill attacks deal out a burst of high damage but drain your FP meter. Replenish your FP by performing regular melee attacks. Counter enemies who cast a skill block spell with Purol or Linear's Unblocking Touch spell.

DEFEND TO THE END



When you become weakened, or know a strong attack is coming, defend yourself to lower the damage you'll take. Defend against bosses to keep your party standing longer.

USING ITEMS IN BATTLE



Learning when to use items in battle is key. When your party is low on health or FP or plagued with status effects, items can save the day.

ATTACK ORDER METER



The meter on the right indicates the attack order for your party and for enemies. Raise agility with spells or items to gain attack speed.

STATUS DISORDERS

When some enemies attack, they inflict a status disorder in addition to regular damage. Paralysis, confusion and sleep are especially dangerous—they keep characters from acting on their turns.

POISONED	SKILL BLOCK
SLEEP	CONFUSION
BLINDNESS	PARALYSIS

TACTICAL MOVEMENT IN COMBAT

The basis of the battle system is an invisible formation board. Characters and enemies move forward and backward (see diagram) a maximum of three ranks. Attack ability and vulnerability to damage are strongest in the front. They decrease as enemies and characters move toward the rear.

FRONT
MIDDLE
BACK

BATTLE FORMATIONS



Set your party formation on the battle formation grid before you enter a dungeon or engage in battle. Place stronger characters, like Mag, in front and weaker ones, like Linear, in the back.

MOVING FORWARD AND BACKWARD



In battle, use items and skills to move your party members and enemies forward or backward, set a formation, or line up on the same rank. Watch out for enemies who move back or draw weak characters forward.

Plan ahead and customize your battle formation before engaging an enemy. Once you're in the heat of battle, it's tough to change your formation.

DUNGEON 1

Your first assignment from the Historical Society is to explore the ruins near Pannamn Town. Form your party and gear up for your first taste of adventure. Explore every corner of the six levels to find special items and equipment to improve your characters.

DUNGEON TRAPS



Every dungeon is lined with traps that look like recessed square panels in the floor. Some traps are beneficial and restore HP or FP, but, in general, hug the walls of the passages to avoid springing traps.

SEARCH DEVICES



You'll find many items in dungeons that will help you with your quest. Trap Search, Item Search, Enemy Search and the Navigator are all very useful for locating things you'll need and things you'll want to avoid.

ENEMIES IN DUNGEON 1	
Claymore	75-100 HP
Big Ben	50-75 HP
❖Redback Widow	75-100 HP

❖ Indicates enemy to eliminate first

BOSS: MANDASKUS



The massive, dinosaurlike Mandaskus has about 500 HP. Use Linear's Protection Spell and Naolin or Healing Recovery to replenish the party's life. Bash Mandaskus with an onslaught of skill attacks to defeat it.

DUNGEON 2

The trials of the second dungeon present a true test of skill for Mag, Linear and company. The ruins sprawl for 11 twisting floors and are crawling with ravenous monsters and traps. Rare items are hidden among the rubble of the tower, so keep a sharp eye as you battle your way to the top. Return to town if your party needs rest.

ENEMIES IN DUNGEON 2	
Gambus	90-100 HP
Aysheaia	90-125 HP
Popo Tribesman	75-100 HP
Archaeopteryx	100-125 HP
❖Bacterio	100-125 HP
❖Protocalus	100-125 HP

❖ Indicates Enemy to eliminate first

ENEMY ATTACK ORDER



Know each character's strengths and weaknesses. Mag can often take out an enemy with a single hit. Have weaker characters, like Linear and Gre, tag-team a foe. The more enemies you can defeat in the first round, the better.

CRATES & PILLARS



Treasure chests are often hidden in pillars and wooden crates. With Mag leading the party, press the A Button to smash the pillars or crates into pieces. Enemies sometimes spring from the rubble, so watch out!

EQUIP AS YOU GO



Often you can find special items in dungeons that you can't buy in shops. Check out the equipment screen to see who can wear items you find while dungeon crawling. Items usually fit one character the best.

BOSS: RAFRECIAN



The huge man-eating plant, Rafrecian, has close to 1500 HP. Use Linear's Protection Spell and Strength Spell to boost the party. Use Naolin and Linear's healing spells to keep the party alive and have the other members use skill attacks. Keep away from the front rank to avoid Rafrecian's syphon attack.

SANTA MARIA!

You'll earn a Santa Maria from each of the two bosses. Equip a Santa Maria on Linear and Mag to revive them in battle instantly. The rare item works only once.

EXPERIENCE & UPGRADING

Whether you're in town or trudging through a dungeon, you can upgrade skills by using TP (Training Points) that you earn from battles. Check out all the skills you can learn and pick the most suitable ones. You can upgrade Cyframes—tools adventurers use—for Mag, Pepper or Chain in town.

EARN NEW SKILLS



A skill will be labeled "Can be learned" on the skill menu if you have enough TP to get it. Choose wisely the skills you train. Earlier in your career, Linear's Healing Recovery and Spells are beneficial.

UPGRADE THE CYFRAMES



You can upgrade a Cyframe in any town at the Cyframe Shop. For a price, you can raise the level of the Cyframe or add new functions with the upgrade kits and parts you find in dungeons.

DEFEATING EUGENE

Kronprinz Eugene has abducted Linear, and Mag is determined to rescue her. Gre and Pepper are great allies for the rescue mission. Bring as much Naolin and Mokana as you can carry before departing. Eugene and his pals are a tough bunch.



After boarding Eugene's ship, a heavily armored tank and Eugen's soldiers will greet you. The tank must charge before firing a giant burst shell. Defend if possible and use skills to attack.



You must defeat Eugene twice. After the first encounter, head back to the *Sea Otter*. Recharge your energy, revive any fallen members and save your game before the second battle.



During the final battle with Eugene, he hops in a Mech Robot. Attack him using Mag's strongest blows, Gre's boosts and Pepper's All or Nothing. Use Mokanas to refill your FP.

THE TOWN OF MUSEVILLE

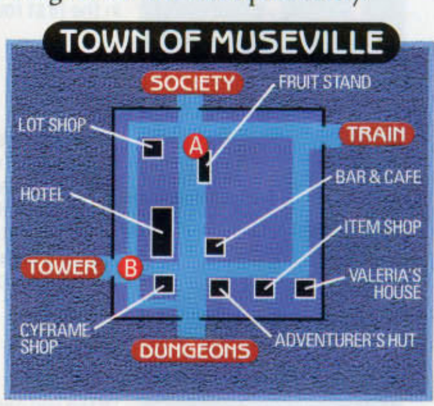
After a warm reunion with Linear, Mag hops on the train to Museville with Linear, Gre and Nina. Mag's journey to Museville as the representative adventurer of Pannamn Town is disrupted by the Red Wolves, led by Carcano. Derail the thugs to see the train pass safely.



A — You'll find a healthy, inexpensive source of healing in Museville at the street-side fruit stand. Buy some juicy raspberries to munch on while you travel.



B — Use the Tower of Doom to hone your skills by battling monsters. It's great training—you'll earn no experience but lose nothing if you're defeated.



ADVENTURERS FOR LIFE

The truth about the sudden disappearance of Mag's father, Linear's mysterious past and the eerie connection between the two events is finally beginning to come to light. With Eugene behind them, Mag, Linear and friends finally settle down to some serious adventuring, completely unaware that the real danger is drawing closer with every step.

LOCK AND LOAD FOR A KONAMI FIRE FIGHT ON GAME BOY ADVANCE.

CONTRA ADVANCE THE ALIEN WARS EX™

UNLIMITED AMMO, FINITE CONTINUES

Konami's Contra games became part of the video game canon in the '90s. If you ask Super NES veterans about it, you'll get an earful about the intense, old-school action of the side-scrolling shooter. "They don't make 'em like that any more," they'll say. Well, actually they do—but they make 'em for Game Boy Advance.

FIRE AWAY



A wide assortment of dangerous aliens and moving obstacles stand between you and, um, more dangerous aliens and moving obstacles. Run and gun through the challenges while avoiding nonstop, varied attacks.

GIFTS FROM ABOVE



Shoot alien ships out of the sky to make them drop power-ups, then use your new abilities to defeat your enemies. If you lose a life while you've got a power-up, you'll also lose the power-up.

LEARN YOUR LETTERS: READING, WRITING AND RAPID-FIRE MISSILES



The spray power-up will fire deadly blasts in three different directions.



Homing missiles will seek out nearby enemies—whether you aim them or not.



The laser isn't much more powerful than your normal projectiles, but it hits targets much more quickly.



Transform your gun into a power cluster bomb launcher when you pick up the C power-up.



You guessed it—the flamethrower throws a plume of blistering fire at your enemies.



A shield power-up will temporarily protect you from bodily harm. Be ready to dodge attacks when its effect disappears.

LEVEL 1

CITY IN RUINS

The aliens haven't left much standing in the city, except for you—and they aim to finish the job. Keep moving forward through the war-torn streets if you want to survive the onslaught.

1. CAN'T-MISS MISSILES





You'll have an easy time fighting robots and ravenous dogs if you manage to pick up the homing missile power-up near the start of the level. Once you have it, be sure to keep firing.

2. FLIMSY FORTIFICATIONS



You'll reach a tough-looking wall near the middle of the level. Take out the turrets and the large robot on top of it, then shoot the wall a few times to knock it down.

3. TANK THE LEVEL



Hop into a heavily armored tank then crawl down the heavily defended streets. The tank has a powerful blast—so powerful, the recoil will push you backward.

4. HIDDEN AND HORRIBLE



An alien tank will emerge from behind a collapsed wall to attack you, but you can preempt its assault by blasting it the second it appears.

5. FIRE DOWN BELOW











After an alien ship bombs the streets, the asphalt will quickly turn to deadly molten muck. You'll be forced to hop between half-submerged platforms and slide across bent pipes to reach solid land safely.

Time your movements to avoid the regular blasts of red-hot magma that shoot up from the soup. Patience is the key to survival—no enemies will attack you while you make the crossing.

BOSS ON THE HALF SHELL

VULNERABILITIES

The giant turtlelike boss has two vulnerable areas—one on its shell and one beneath its body. Concentrate on shooting the lower area to end the battle quickly.



TURTLE TRICKS NP



The boss has a supply of insect-like aliens in its shell that will harass you until you destroy their lair. Stand on the upper ledge to target their exit portal.



Stay alert for energy attacks from the alien's mouth as you target the vulnerable spot on its belly. It won't take many hits to bring the beast down.



TERROR TRAIN

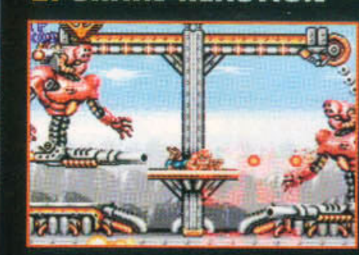
All aboard! A train ride can be relaxing—if you don't have to fight wave after wave of marauding aliens. You'll also spend a large portion of your time on the outside of the train, hanging on for dear life.

1. RIGHT OVER THEIR HEADS

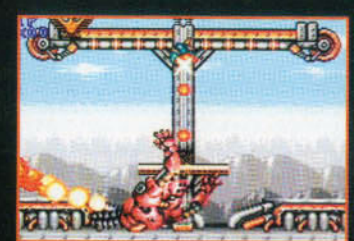



Hang on to the ceiling to avoid the alien rabble beneath you. Be extra careful when you swing over crates—enemies can knock you down. Blast the last couple of aliens then exit the car.

2. CHAIN REACTION



Lie down on the middle platform then concentrate your fire on a single robot until it explodes. After the first robot is destroyed, the second enemy will fall beneath your platform.

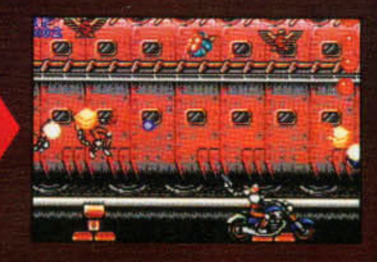


Stay on the platform while you target the robot beneath you with diagonal shots. Walk back and forth while you shoot. Do not leave the platform until the second enemy is destroyed.

3. BOTHERSOME BIKERS



You can shoot the bikers easily enough, but you'll give them opportunities to hurt you in the process. Keep moving—and jump over their blasts as necessary.

4. STOP HITTING YOURSELF



A big, clanking laser drill is impervious to your weapons, so you'll have to make it destroy itself. Position yourself under the machine's red dome so it will shoot itself.

RUNNING INJURY

SOLE SANCTUARY

When the robot gets ready to perform its Lord of the Dance routine on your head, duck down in the left-hand corner of the screen to avoid injury.



STOPPED IN YOUR TRACKS



Lie down at the very front of the train then blast away at the robot when it grabs the train. Its missile attacks should go right over your head. Run to the left side of the screen when it fires energy beams.



Keep firing until the robot rolls five bombs at you, then retreat to the left side of the screen. Lie down in the left-hand corner when the boss attacks, then fire when it retreats.

LEVEL 3

LEVEL-THREE SMOG ALERT

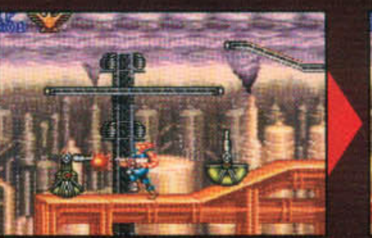
The gritty industrial area in Level 3 may give you lung problems if the aliens don't take care of you first. Stay alert for omnipresent, rolling gun turrets and giant, body-snatching insects.

1. ROLLING DOOM



Rolling robot turrets will sneak up behind you, pop open, then blast you. They are invulnerable until their armor unfolds. Try to shoot them before they shoot you first.

2. SPRAY FOR BUGS



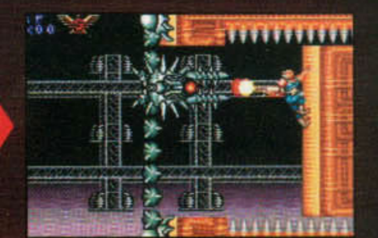

Work your way through more turrets, then grab the railings. Aliens will try to grab you and carry you away. You can let one of them carry you to a railing, then shoot it to drop down to the railing.

3. YOU KNOW THE DRILL



Hang onto a drill-wielding robot's spinning arms while you blast a red spot underneath it. Be ready to jump to the safety of a railing when it finally explodes.

4. STUCK IN THE MIDDLE

A robot will pin you against the right side of the screen, but you can safely avoid its claws by clinging to the wall. Avoid spikes and the robot's drill while you shoot its head.

5. DROP SHIP



A hovering alien ship will drop bombs on you while alien troopers descend on you. Clear away the enemies and shoot the ship's vulnerable red spot. It will periodically reveal the spot during the battle.

ROBOT TAG TEAM

HANGING OUT

Hang in the upper left-hand corner of the room to avoid the two robots' attacks. You can easily target them from your position.



A BIG VISITOR



Remain in your safe position in the upper left-hand corner and continue firing at the robots. After you shoot off their legs, their torsos will bounce around the room.



After the two small robots are gone, a big friend of theirs will arrive. Avoid its laser and fire attacks by circling around the room. When you get a moment of relative safety, shoot at the robot.



The robot will eventually spew a pile of timed bombs that cling to the walls, floor and ceiling. You'll have only a moment to scurry to safety before they explode.



HAZARDOUS HIGHWAY

Why walk when you can ride? Because it's really dangerous to ride! Hop on a high-speed hovercycle and attempt to stay healthy while a small army of alien attackers try to cancel your travel plans.

1. FIRE ALL OF YOUR GUNS AT ONCE . . . AND EXPLODE INTO SPACE






The beauty of the hovercycle—or whatever the aliens call it—is that when you jump off it, it will stay beneath you so that you can land. Keep jumping to avoid energy attacks, then blast your way through waves of flying enemies and a tank. After you get past the minor enemies, a giant ship that's filled with enemies will appear above you. Stay alert for a wide variety of attacks, such as laser beams.

TWO CAN PLAY AT THAT GAME

Contra Advance is a very challenging game, so you should welcome any help that comes along. If you have a friend with a copy of Contra Advance and a GBA Link Cable, join forces to defeat the alien invaders. You can't shoot each other in Two-Player Mode, so feel free to fire at will. With luck, you'll both survive.

1. I'VE GOT YOUR BACK



Talk to your partner as you progress through the levels. You'll improve your chances for survival if you coordinate your attacks. Cover both the right and left sides of the screen.

DIVIDE AND CONQUER



Divvy up areas of a large target so you can make quick work of it. You'll also be able to reduce your vulnerability by taking out different attackers simultaneously.



If you double up your firepower, you can finish off bosses and minibosses in half the time. You'll often need to stand in the same position while you direct your fire.

2. SHARE THE WEALTH




There is the same number of power-ups in Two-Player Mode as there is in One-Player Mode. Don't be greedy—try to divide the spoils to increase your collective firepower.

3. RECKLESS DRIVING



Even though you can't shoot your partner, you may accidentally run him over while driving a tank. Also, don't stand behind the tank when your pal fires the gun—the recoil will make the tank back into you.

CONTINUING CARNAGE



A feast of frenetic fighting is still in front of you, so prepare for several more levels of new challenges. As you near the source of the alien evil, the enemies will become more ferocious and the environments more treacherous. Keep firing if you want to survive.

6 WORLD TITLES, NEVER THE SAME WAVE TWICE.



Visit 13 of the most popular surf spots from around the globe.

9 modes of play including 2 player PUSH™ mode.

SURFING WILL NEVER BE THE SAME

Drop in with **6-time World Champion Kelly Slater** or one of 8 other top pros in the ultimate surf experience, Kelly Slater's Pro Surfer®. Play a total of **30 levels** at the **most challenging surf breaks from around the globe.** Pull off big air and fantasy tricks like **Rodeo Flip, Knack-Knack** and **Hangman** that let you take surfing to a whole new level. Surf in a constantly changing wave environment – **you'll never see the same wave twice.**

KELLY SLATER'S PRO SURFER

Surf on waves populated with other surfers.

EVERYONE E — Mild Lyrics, Mild Violence — CONTENT RATED BY ESRB

PlayStation 2 · XBOX · GAMECUBE · GAME BOY ADVANCE · TREYARCH · HotGen · ACTIVISION O2 · ACTIVISIONO2.COM

10 WORLD VERT TITLES. 1 EPIC ROAD TRIP.





Crank out huge airs like 10-time World Vert Champ Mat Hoffman.



The only BMX game to offer flatland tricks.

BMX WILL NEVER BE THE SAME...

Jump on the bus with **Mat Hoffman** and ten other top pros for the **ultimate BMX blowout** through eight U.S. cities. Pull hundreds of tricks and combos using the new **Trick Tweaking System** or keep it on the ground with **the only BMX game that offers flatland moves.** Unlock **behind-the-scenes video footage** from Mat's actual road trip and then snap shots of your best tricks for your own **photo scrapbook.** One day on this road trip and you'll know why BMX will never be the same.





Force your opponent off the screen in the O2 exclusive PUSH mode.











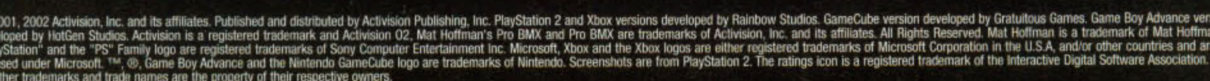













KELLY SLATER'S
PRO SURFER®

ACTIVISION
O2
SPORTS REVOLUTION

MAT HOFFMAN'S
PRO BMX™ 2

ACTIVISION
O2
SPORTS REVOLUTION

LOOK WHAT'S MAKING A SPLASH THIS MONTH!



TITLE WAVE





DARKENED SKYE





Blood
Violence

Explore a fantasy world as Skye—a young shepherd with adventure in her heart and Skittles in her pocket. With her own identity still a mystery, Skye embarks on a journey to discover if magic still lies at the end of the rainbow.



On your way to the village, look for a small creature hidden in the hollow of a tree. Take the creature to the market and trade it for a Glow Fish. Use the Glow Fish to enter the dark cave near the village.





Use the Rumble Stone you find in the forest to blow up the loose rocks inside the dark cave and reveal a password. Return to the village and speak to Gannish.



Combine the red and orange Skittles to learn True Sight, then cast it to reveal the path to Ogmire. Look for round buttons on walls to raise platforms and open caves.



Pick up Spongites you find and drop them in the water to access other islands. From the ledge, jump into the mouth of the turtlelike beast to get a green Skittle.





After you get the green Skittle, shoot the nearby button with Prismatic Pulse. Jump across the rocks to a new area. Read the note there for clues about how to cross.

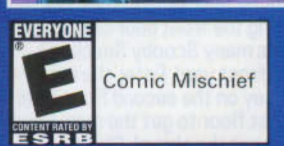
POWER PLAY

Use the Skittles you find to activate new spells. Check your spell menu and arrange your Skittles in the appropriate spell slots. Use your spells to defeat enemies and help you on your quest.

MONSTERS INC.: SCREAM ARENA







Comic Mischief

When Sully and his monster pals get together for fun and laughs, they play dodgeball—at least they do in THQ's GCN game based on themes from the *Monsters, Inc.* animated movie. One to four players hurl balls at each other in a wide range of fun settings. It's a mad monster melee.





There are all sorts of ways to play THQ's dodgeball free-for-all. Various games require you to score the most points, be the last monster standing, hold the green ball for the longest time or even defend yourself from attack to win the match. In addition to the single-player game, there's a cooperative Buddy Mode for two players and Party and Team Modes for up to four players.



POWER PLAY

Beat the challenges in each area of the single-player Mode to unlock hidden characters, such as Boo wearing a disguise. After unlocking everything, you can choose from 13 monsters in single-player or multiplayer matches. Also, if you beat all the challenges, you can play as each of the monsters wearing a different costume.





Timing your moves to dodge incoming balls isn't easy. Use your B Button to duck out of the way of a tossed ball or deflect the shot by holding up a big red ball.





Hit a monster with special balls, such as the Disco and Tickle balls, to paralyze it for a short time. That's your chance to pelt it with lots of balls.



ROCKET POWER BEACH BANDITS







Comic Mischief

When all the beach sand in Ocean Shores mysteriously disappears one night, the Rocket Power kids realize that their summer vacations are in peril. They also realize that something fishy is going on and that they'll have to save the day. THQ's Rocket Power Beach Bandits for GCN combines extreme stunts and clue-gathering fun for a wild ride with the Rocket Power characters.



POWER PLAY

You can choose any of the four RP characters and explore the town on foot or on wheels. It's a good idea to practice stunts when you get the chance because you have to compete in challenges to progress in the game. Grab all the coins you find, as well.



With limited time to outperform your rival on the Halfpipe Skateboard Challenge, build your Rocket Power Bar with simple moves before pulling big air and sick tricks.



Master the art of grinding and jumping on rails before heading into Eddie's Mask of the Underworld Challenge. Practice before talking to Officer Shirley.



In the Shooting Gallery, blast the targets in the distance to get the best score. Your zoom option helps, but the targets move fast enough to keep you firing rapidly.



As you venture into the wilderness around the lake, beware of attacking robots. Also, keep an eye out for paths and places where you can climb to reach higher areas.



SCOOBY-DOO!: NIGHT OF 100 FRIGHTS

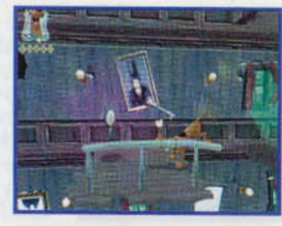






EVERYONE E Comic Mischief
CONTENT RATED BY ESRB

Rut roh! Scooby-Doo and the gang have scared up a new adventure, so you know you'll find gobs of zombies, ghouls and thugs with really bad masks. Something smells funny, and it's not Shaggy's socks, so grab your box of Scooby Snacks and hop into the Mystery Machine!





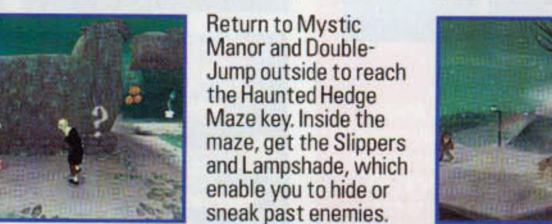
You'll need 25 Scooby Snacks to unlock the Snack Gate blocking the front door of the mansion. Collect as many Scooby Snacks as you can find in the front yard. Enter the mansion and grab the key on the second floor. Open the door on the first floor to get the map. Head back outside, then get the shovel. Dig in a flowerbed to find the key to Smuggler's Cove.



Head through the docks and meet up with Shaggy. Give Shaggy a boost to reach the life preserver, then grab onto his legs. Swing onto the hanging crate to clear the path leading to the pier.



Scooby can't jump on the sticky surfaces of the pier, so try to avoid enemies. Find the Professor's Springs invention at the end of the pier—it gives Scooby the ability to perform Double Jumps.



Return to Mystic Manor and Double-Jump outside to reach the Haunted Hedge Maze key. Inside the maze, get the Slippers and Lampshade, which enable you to hide or sneak past enemies.



Work your way through the Haunted Hedge Maze until you reach the Haunted Hill. There you'll find the Helmet, which allows you to defeat stronger enemies and smash through cobwebs.



POWER PLAY

Look for hidden rooms and passageways behind bookshelves. Once you have the Helmet from the Haunted Hedge Maze, you can ram some bookshelves to access secret areas behind them.



BALLISTIC: ECKS VS. SEVER







TEEN T Violence
CONTENT RATED BY ESRB

Ecks is an ex-FBI agent, and Sever used to work for the National Security Agency. Naturally, when an outlaw corporation buys a suitcase nuke, the two ex-agents leap together into a Game Boy Advance first-person shooter to save the world. (It's based on a Fall-release movie.) You can choose to play as Ecks or Sever, and there's even covert action for two players—and one player gets to be a dog.





POWER PLAY

Search everywhere to find hidden areas, cheats and power-ups. Shoot vents, vases and other objects, and crouch to look for secret entrances.

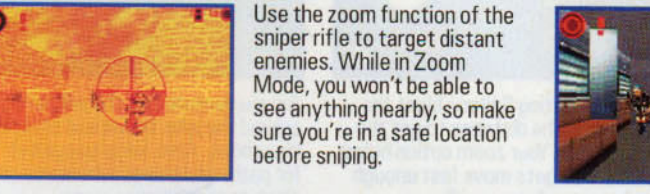




The style of the game shifts depending on the character you choose. Ecks is a stealthy character—so try to avoid too much fighting. Sever likes to mix it up. Pick up weapons and ammo whenever possible.



For precision shooting without the sniper rifle, hit the Select Button to trigger the Manual Aim Mode. Manual aiming is slower than normal aiming, but it's more accurate.



Use the zoom function of the sniper rifle to target distant enemies. While in Zoom Mode, you won't be able to see anything nearby, so make sure you're in a safe location before sniping.





As you progress in the game, fulfilling mission objectives and entering new areas, you'll collect more weapons and equipment, from grenades and missiles to Kevlar vests and infrared goggles.



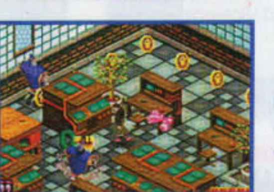
DISNEY'S TREASURE PLANET





EVERYONE E Mild Violence
CONTENT RATED BY ESRB

The hero of Disney's Treasure Planet for GBA is young Jim Hawkins, who hopes to find the legendary "Loot of a thousand worlds." But first he has to put his solar surfer back together and leave the planet of Montressor.



Before the adventure begins, you must find the Morph Cam move, which allows you to study a room from a safe vantage point. Collect all the coins you can.







Search for your board in the Police Station, and step on pads to access information and learn about new challenges and enemies.

In the final area of the Police Station, hit switches, ride the moving platforms and jump on crumbling blocks to reach the board—your first objective.



Your sail is in the Mines. To get it, you need to find Morph Strength then punch the annoying robots so you can push mine carts, pick up dynamite and reach doors.

After winning the Morph Vault, which gives you a high jump, continue until you find the final missing part of your surfer—the engine.



With your surfer reassembled, it's time to escape the planet. Dodge boulders, lava and enemies, and shoot switches to reach the Smuggler's Caves.



POWER PLAY

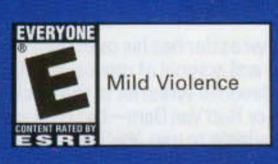
When robots attack, Jim needs to strike back with a mighty punch. Use the B Button as the robot approaches to unleash your attack. Most enemies vanish after two or three hits.



SHREK: HASSLE AT THE CASTLE







EVERYONE E Mild Violence
CONTENT RATED BY ESRB

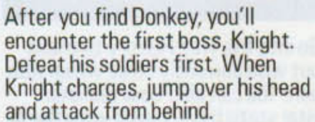
Inspired by the animated blockbuster, *Shrek*, beloved characters, such as Princess Fiona, Donkey, and Lord Farquaad make an encore appearance on the Game Boy Advance. TDK Mediactive and DreamWorks have teamed up to create a charming game. Shrek: Hassle at the Castle has the same witty antics and heartwarming story that Shrek fans of all ages have come to love.



POWER PLAY

The meter in the upper left of your screen will flash once you defeat enough enemies. Press A and B simultaneously to use a special shout attack that eliminates all enemies nearby. Look for rocks and sticks to use as weapons, also.





After you find Donkey, you'll encounter the first boss, Knight. Defeat his soldiers first. When Knight charges, jump over his head and attack from behind.



Lanterns give characters the ability to jump higher and higher temporarily by tapping A. Use lantern power-ups to reach items and gold coins or to cross large chasms safely.



The second boss is the Big Bad Wolf. He will dash at you with two different attacks. Dodge his huffing and puffing and snapping teeth by jumping, then attack quickly.



Hold the B Button to run faster—which is very handy when you need to complete a level in a set time or escape a horde of enemies. You'll also jump farther when you press B.

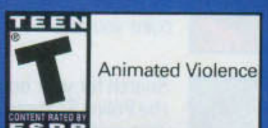




STREET FIGHTER ALPHA 3



Capcom brings its most versatile fighter to GBA just in time for the holidays. One or two players start out with a choice of 31 popular SF characters, such as Ryu, E. Honda, Dee Jay and Chun Li. The game features multiple modes of play, an ISM setting for combos and an Option Mode that lets you adjust all the parameters of your match. It's the ultimate fighter for GBA.

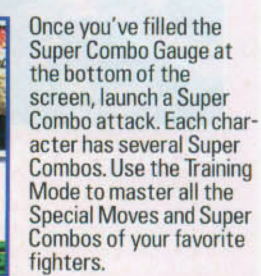






Alpha is packed with play modes. In Single Mode, take on 10 opponents and a boss. With a friend, a Game Boy Advance Link Cable and two copies of Street Fighter Alpha 3, enter Vs. Mode or the cooperative Dramatic Battle Mode.



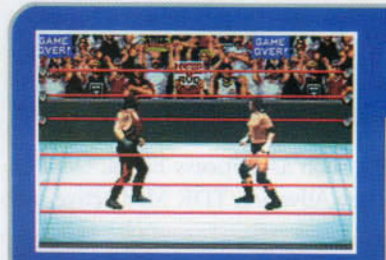


Once you've filled the Super Combo Gauge at the bottom of the screen, launch a Super Combo attack. Each character has several Super Combos. Use the Training Mode to master all the Special Moves and Super Combos of your favorite fighters.



POWER PLAY

Select your fighter then choose one of three ISMs. X-ISM allows you one Super Combo. A-ISM gives you three levels of Super Combos. And V-ISM has custom combos instead of Super Combos.





WWE: ROAD TO WRESTLEMANIA X8



THQ's newest wrestling title, WWE: Road to Wrestlemania X8, has made the road to becoming Wrestlemania Champion not only attainable, but portable, too. With features like realistic entrances for each wrestler, detailed Challenge and Exhibition Modes, multiplayer tag-team action and vital statistics for many of your favorite wrestling superstars, it's a must-have for wrestling fans.

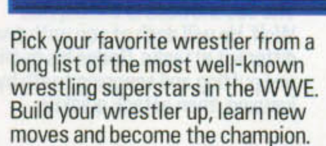






Each wrestler has his own technique and arsenal of moves. Maybe your favorite wrestler is the Rock, Kane or Rob Van Dam—the best are all available to use. You'll be able to perform special moves in addition to all the standards, like pile drivers and rope slams. Battle your way to the top and defend your championship!





Pick your favorite wrestler from a long list of the most well-known wrestling superstars in the WWE. Build your wrestler up, learn new moves and become the champion.



Choose from two different game modes—Challenge and Exhibition. In Exhibition Mode, you make the rules. Customize or pick a set of rules before the match starts.



Go into the Title History to check out who currently holds which title belt. You can also view realistic vital statistics for each wrestler by going to the Superstars section.



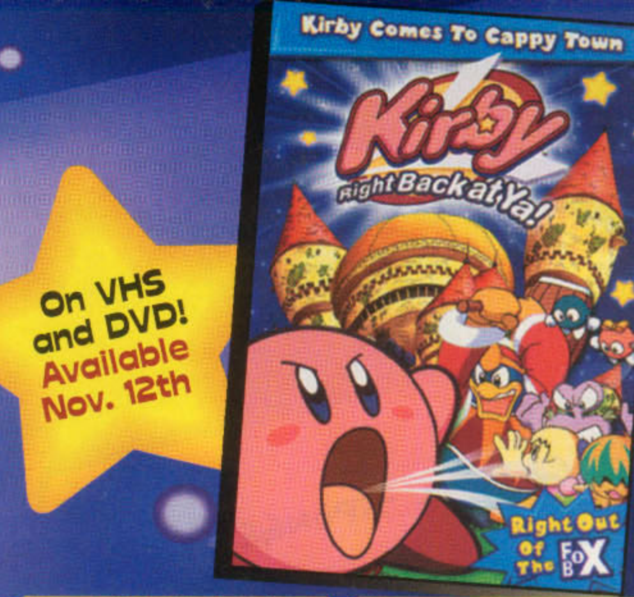
POWER PLAY

As you play and win more matches, you'll unlock items in the Shopzone. Use your winnings to shop. Hard-core fans will want a cool T-shirt, hat and autograph depicting their favorite wrestler.



MIB MOST WANTED FUGITIVES
CORN FACE
Zone Restriction: Restricted
Home Planet: Kernal
Species: Brinta
Eyes: Yellow and bloodshot
Hair: Only in his dreams
Sex: Just once, back in the '80s
Complexion: In need of serious exfoliation
Special Abilities: Twice the strength of average human
Weaknesses: Melted butter, salt
MIB:48662934
MIB:48662935
ALIASES: Corn Hole, Big Mean Alien Guy, Mr. Nasty, Max
GENERAL BACKGROUND: Like a side dish gone bad, Corn Face will repeat on you without warning. With his vicious temper and a grudge against all MIB agents, NEVER attempt to detain Corn Face without backup. Unless you want to get creamed.
WARNING: THIS FUGITIVE IS CONSIDERED ARMED AND EXTREMELY UGLY.
TO REPORT AN ALIEN SCUM SIGHTING, GO TO: www.mib2game.com
MIB MOST WANTED FUGITIVES
SHARK MOUTH
Zone Restriction: Restricted
Species: Charcarodonii
Eyes: Watery
Hair: Nope
Sex: At your own risk
Complexion: Scaly
Special Abilities: Razor-sharp teeth have been known to transform slow swimmers into lunch meat
Weaknesses: chubby human legs splashing in the ocean
MIB: 26865488
MIB: 26865489
ALIASES: Chum Breath, Buzz-Kill, Flipper, Finnigan
AL BACKGROUND: With an insatiable appetite for killing, Shark Mouth is the most notorious of one of the most savage and unpleasant races in the universe. Ironically, his species also rs themselves culturally superior, largely based upon their curious enthusiasm for big-budget s. Their biggest local success, "Sharks," is notable, if only for its high body count.
RNING: THIS FUGITIVE HAS AN EXTREMELY BAD TEMPER AND WILL BITE YOUR HEAD OFF AT E SLIGHTEST PROVOCATION. TO REPORT AN ALIEN SCUM SIGHTING, GO TO: www.mib2gam
Pruedon
Kyloth
What the &#$%!
Take suit to drycleaner
CAPTURE XARNAK
NEURALIZE PLUMBER
BUY MILK
MIB
MIB
sent to investigate
flooded ship full of alien remains, but
discovered that while the ship's interior remained
cell on the ship was completely empty. It has now
High Council, believing that the Maximus had cr
compelled to inform Men in Black Command on Earth
with the grim knowledge that
unaccounted
them charge
criminals a
as ordinary
lady was fo
security chec
Kylothian sec
full alert and
is imperative
alien prisoners should be disguised as ordinary inc
is crucial to con
business of
without arousing s
of global propor
organization and
GRAB A SPONGE, MEN - THE SCUM'S HIT THE FAN.
- Z
NINTENDO GAMECUBE
NICE DOGGIES.. STAY.
Smell you later, Grokk!
Looks like HE'S FROM URANUS.
MIIB
MEN IN BLACK II
ALIEN ESCAPE
www.mib2game.com
TEEN
T
CONTENT RATED BY ESRB
BLOOD
COMIC MISCHIEF
VIOLENCE
ATARI

Catch Up With Kirby!



Home Video Hero

The pink powerhouse has been pulverizing King Dedede's special-delivery monsters every Saturday morning with a double dose of the awesome cartoon on the Fox Network's Fox Box. The phenomenon is getting bigger by the day. Here's great news for the show's superfans who want to catch up on Kirby—the first three episodes are coming out on November 12, all packed onto a single VHS or DVD. And even more are on the way early next year! Both formats include the exclusive preview for the upcoming Game Boy Advance game, Kirby: Nightmare in Dream Land. And the DVD includes a few more special features!



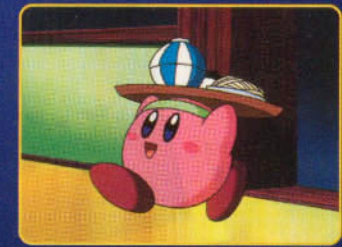
The Kirby show has just about the catchiest theme song on TV. "Kirby, Kirby, Kirby, that's the name you should know!" Know the whole song by heart yet? The DVD extra, "Kirbyoke," will help get you started with a fun sing-along that stars the show's spritely sidekicks, FoLolo and FaLala.



Kirby's not the only name you should know! There's Tiff and Tuff and King Dedede and Escargoon and Meta Knight and—almost too many to name! Catch up on who's in the cast with the DVD extra, "Who's Who in Cappy Town," which features juicy bio info and video clips of each character.




Episode 1—After crash-landing on Planet Popstar, Kirby ends up as the pink protector of the villagers. Could Kirby be the legendary knight from the stars whose mission is to save the village?




Episode 2—Kirby needs a place to live, but to pay rent he'll need a job! Unfortunately, King Dedede is determined to make sure Kirby fails at every turn. Will Kirby be chased out of Dream Land?




Episode 3—Kirby is challenged to a duel by the mysterious Meta Knight. Will our pink hero be able to withstand Meta Knight's attack? Not if King Dedede can help it!

And in Other Kirby-licious News...

The website is absorbing more Kirby goodness all the time and sending it right back at ya. Check out the latest Kirby news at kirbykirbykirby.com.

The TV show continues to deliver its one-two punch every Saturday on Fox Box—with 52 first-season episodes, expect huge plot twists ahead!



The GBA game will arrive in December, and Nintendo Power will have extensive coverage of Kirby: Nightmare in Dream Land in our next issue!



Episode 3: Kirby's Duel Role
Kirby™ Right Back at Ya!
KIRBY: RIGHT BACK AT YA! AIRS SATURDAY MORNINGS ON FOX.
Week by week, the Kirby phenomenon is building up more steam, as "episode by TV episode" Kirby keeps kicking monsters all over Fox Box on Saturday mornings.
Don't miss a single thing. Stay glued to kirbykirbykirby.com for episode previews, online activities and all the latest Kirby news!
CARTOON
WARPSTUFF
Nintendo
KIRBY HAS SETTLED NICELY INTO CAPPY TOWN LIFE WITH HIS NEW FRIENDS--AFTER VANQUISHING TWO OF KING DEDEDE'S MAIL-DELIVERY MONSTERS. BUT THE PINK POWERHOUSE'S PEACE WILL SOON BE BROKEN AS DARK CONSPIRACY LOOMS AHEAD.
KNOCK
KNOCK
WHATEVER YOU'RE SELLIN', I AIN'T BUYIN'!
KIRBY! MAYBE HE'S STILL SLEEPIN'. . .
WHAT'RE YOU DOIN' IN KIRBY'S HOUSE?
YOUR LITTLE PINK PAL AN' I MADE A TRADE--HE MOVED INTO MY TREE.
PECK!
RISE AN' SHINE, Y' GOT COMPANY!
THERE'S THE FELLA I'M LOOKIN' FOR. GOT A SPECIAL DELIVERY LETTER. . .
KIRBY, IT'S FROM META KNIGHT . . .
"HONORABLE KIRBY," HE WRITES. "AS A FELLOW STAR WARRIOR, I HEREBY REQUEST A BATTLE WITH YOU."
WHY'RE YOU SO HAPPY? META KNIGHT CHALLENGED YOU TO A DUEL!
LATER, IN KABU CANYON. . .
KIRBY, WE OVERHEARD WHY META KNIGHT IS CHALLENGING YOU WHEN WE WERE IN KING DEDEDE'S THRONE ROOM.
YOU WANT ME TO CHALLENGE KIRBY TO A DUEL?
SHOULD BE A PIECE OF CAKE FOR YOU.
GIVE THAT LITTLE CRUMB HIS JUST DESSERTS.
WHY DON'T YOU ORDER ANOTHER ONE OF YOUR MONSTERS?
MONSTERS? WHAT MAKES YOU THINK I'VE BEEN ORDERIN' MONSTERS?
KEEP YOUR NOSE OUT OF THE KING'S BUSINESS!
IF YOU COMMAND IT, I MUST OBEY.
IT'S A KNIGHT'S JOB T' DO WHAT I SAY--GET RID O' KIRBY!
SO, YOU'RE IN LOTS OF TROUBLE, KIRBY.
NO WAY YOU CAN BEAT META KNIGHT . . . RUN AN' HIDE SOMEPLACE.
IT IS TOO LATE FOR THAT.
SWOOP
IF YOU WANTED KIRBY TO ESCAPE, WHY DID YOU COME HERE?
WE THOUGHT YOU WERE ON OUR SIDE AN' KIRBY'S SIDE, TOO!
WE HEARD YOU TELL DEDEDE YOU'D GET RID O' KIRBY!
I AM IN HIS MAJESTY'S SERVICE. I CANNOT DISOBEY HIS COMMANDS.
PREPARE FOR BATTLE--AND TO BE DEFEATED!


SWOOSH
SMACK
SMACK
YOU CAN WIN, KIRBY. USE YOUR SUCK UP POWER!
I HAVE SECRET WAYS OF DEFENDING MYSELF.
CRUNCH
SSHSSHHOOO
FFFT
FFFT
FFFT
YOU KNOW WAY MORE THAN KIRBY DOES. HE CAN'T EVEN DEFEND HIMSELF.
THEN I'LL GIVE HIM A WAY TO DEFEND HIMSELF.
FFT...
FFT...
GASP
CLANK!
KIRBY . . . IT'S GOTTA BE A TRAP!
RUN, KIRBY!
WIB
WOB
!
CRACK
NOW THE BATTLE BEGINS!
CLANG
KEEP YOUR WITS ABOUT YOU!
THE BEST OFFENSE IS A GOOD DEFENSE, MY FRIEND... A TRUE STAR WARRIOR WOULD STAND UP AND FIGHT!
WOBBLE
SMACK--
--CRUNCH!
PUF
PUF
PUF
RUN AWAY, KIRBY!
KIRBY, DON'T LISTEN TO HIM!


LOOK, TIFF, KIRBY'S FIGHTING BACK! MAYBE HE CAN BEAT META KNIGHT.
OR MAYBE HE'S JUST ACTING LIKE KIRBY HAS A CHANCE T' WIN THE DUEL!
CLANG
CLANG
CLANG
CLANG
KA-CLING!
KA-CLING!
YOU HAVE A LOT OF HEART . . .
BUT WITH THOSE TINY ARMS YOU CAN'T TOUCH ME!
HUMM
IF YOU TRULY FOCUS YOUR POWERS, NOTHING IS UNREACHABLE. I WILL PROVE IT TO YOU.
THE STEEL OF MY SWORD IS HARD, AND THE STEEL OF MY WILL MAKES IT HARDER!
HUMM
ZZTT
IF YOU ALLOW YOUR POWER TO FLOW INTO YOUR SWORD . . .
ZZTT
. . . AND THEN RELEASE IT . . .
CRA-
-ACK
YOU CREATE THE SWORD BEAM!
KK-


THE SWORD BEAM ALLOWS YOU TO USE YOUR POWER IN ONE CONCENTRATED ATTACK.
K-K-RUMBLE
KRACKLEKRACKLE
!!
IF YOU FOCUS, PERHAPS YOU CAN DEFEAT ME!
ZZZZZ
KIRBY IS FREE OF ALL ANXIETY.
THAT IS HOW HE FOCUSES HIS POWER! I MUST TRY TO DEFEAT HIM NOW FOR THE SAKE OF HONOR!
ZZZ
CLUNK
CLUNK
LOOK OUT, KIRBY!
SMASH!
WHERE ARE YOU, KIRBY?
KOFF
KOFF
KIRBY GOT KNOCKED OUT!
KOFF


AT KING DEDEDE'S CASTLE . . .
I'VE JUST SEEN HOW T' BEAT KIRBY. I NEED A MONSTER THAT'S GOOD WITH A SWORD!
WE'VE GOT JUST THE THING YOU'RE LOOKING FOR, KING.
JUST GET ME THE MONSTER!
ZZZT!
KA-KLANG!
ALLOW ME TO INTRODUCE OUR SWORDS-MODEL EXTRAORDINAIRE!
ZZZT!
THE BIG BEETLE . . . BUGZZY!
THAT'S ONE UGLY BUG! NOW GO GET KIRBY!
AAAAH!
Stay Tuned and Watch Kirby: Right Back at Ya! Saturday Morning on FOX





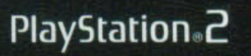

screenshots from Playstation®2 computer entertainment system

screenshots from Xbox™ video game system






Game preview at www.defender.midway.com





GAME BOY ADVANCE





REPRESENT... OR GET SMOKED!
"Rayman Arena is impossible to put down, especially multi-player." -PLAY magazine
"Ubi Soft's limbless hero will soon strong-arm the competition..." -Nintendo Power
RAYMAN ARENA
RACE TO THE FINISH. BATTLE TO THE END.
This is multiplayer mayhem Rayman style. Race and battle across 15 obstacle filled racecourses and 15 blistering battle zones. You wanna represent in this arena? Here's a tip: keep one eye on the finish line and the other on your back and you just might smoke'em all.
www.raymanarena.com
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence
Ubi Soft
www.ubi.com
PC CD ROM
NINTENDO GAMECUBE
PlayStation 2
XBOX
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MARIO PARTY 4

Hop onto a Happening Space and party with the Mario gang.

Your Nintendo GameCube becomes a raging Party Cube for an all-new collection of seven Mushroom Kingdom-themed game boards and over 70 zany minigames. Party Mode pits four competitors against each other in a winner-takes-all board game. Competitors throw dice, then hop onto board spaces where they can earn coins, stars or special items. After everyone has had a turn, the players engage in a randomly selected minigame in which they can team up with other players, or go solo, to earn prizes. In Story Mode, one player tries to beat three computer-controlled opponents. Minigame Mode lets partiers play any minigame that they have already played, and the Extra Room contains two boards that are not part of Party Mode or Story Mode.

The new Mini-Mega system allows players to grow to monstrous proportions and stomp other players, or shrink to miniature size and engage in mini minigames. Players can stop at item shops to trade coins for items, lottery shops for a chance to win prizes and the boo house to steal coins. A handicap system evens the chances for all players, in case some players have had more practice at the game. Battle games are two-on-two tag matches.

The 3-D graphics and catchy music create a great party atmosphere, and the inventive minigames are never short on surprises.

COMMENTS: George—Mario Party 4 is the Super Smash Bros. Melee of party games. Andy—Mario is still the best partier around. Copycat games don't even come close. Steven—Many party games make board movement into a chore, but it is very tactical in MP4. The minigames are just as goofy as ever, with only one or two clunkers amid dozens of fun challenges.





GODZILLA: DESTROY ALL MONSTERS MELEE

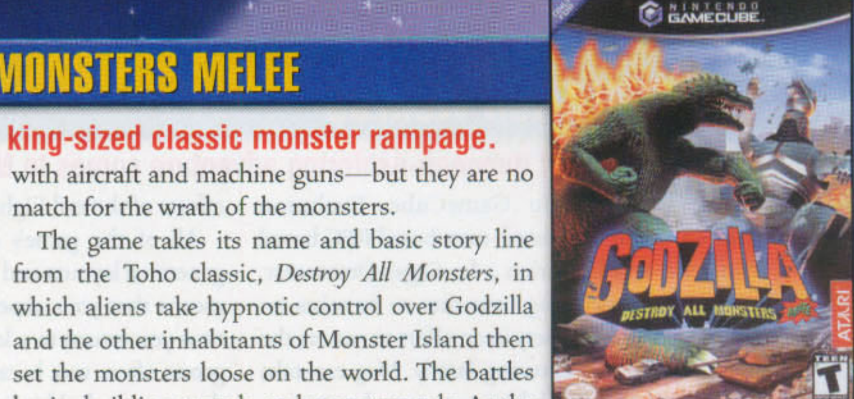
Cities become battle arenas in a king-sized classic monster rampage.

Godzilla, the king of all monsters, and 10 of its 80-ton rivals, engage in city-crushing combat in Godzilla: Destroy all Monsters Melee, exclusive to Nintendo GameCube. Up to four players can challenge each other or team up for colossal battles in more than a dozen huge arenas, such as Seattle, San Francisco, Los Angeles, London, Tokyo and Monster Island. The monsters can punch, kick, throw buildings and engage in special attacks. Godzilla breathes out a deadly heat beam. Megalon burrows underground. King Ghidorah flies above its prey and Anguirus flattens everything in its path with an armadillolike rolling attack. As the monsters battle each other and lay waste to the arenas in the process, military forces attempt to protect the cities with aircraft and machine guns—but they are no match for the wrath of the monsters.

The game takes its name and basic story line from the Toho classic, *Destroy All Monsters*, in which aliens take hypnotic control over Godzilla and the other inhabitants of Monster Island then set the monsters loose on the world. The battles begin, buildings topple and monsters rule. As the mayhem engulfs the massive 3-D cityscapes, tons of great explosions and cool sound effects perfectly capture the atmosphere of the Godzilla films.

COMMENTS: Alan—The game is just so darn fun to play that I can't help but give it a five-star score. It's like Rampage with really good graphics. Andy—The fighting system isn't gargantuan, but the monsters make it fun. Chris—The opportunity to crush whole cities while playing as a giant lizard has its upside. Steven—It's like watching a creature feature come to life. Infogrames' Godzilla brawler is totally hilarious, even if the controls feel a little willy-nilly.







NEED FOR SPEED: HOT PURSUIT 2

Exotic cars and realistic roads add up to high-speed heaven.

EA's long-running Need for Speed series screams onto the Nintendo GameCube at 160 miles per hour with a racing-and-chasing winner. Hop into a Ferrari 360 Spider, an Aston Martin Vanquish, a Jaguar XKR or any of 20 turbo-charged machines, and take to the open road. The 33 Hot Pursuit events have you racing the clock, the authorities and other law-breakers in huge, realistic environments. A collection of 33 other racing events make up Championship Mode. With every event that you complete, you unlock two more events until you reach the high-speed finish. Completing events also earns you NFS points, which you can use to unlock cars and courses for single-race challenges. You can even drive a police car on your own high-speed pursuits.

Forty-eight shortcut-packed courses span windy coastal highways, Mediterranean roads on steep cliffs and narrow mountain passes. You'll drive through wind, rain and clouds of dust as you strive to become the champion road racer.

COMMENTS: Alan—Hot Pursuit 2 is the best-looking racer yet for the GCN. The cars look real enough to drive off on their own. I prefer the more forgiving arcade-style controls of a racer like Burnout to the more realistic physics of this game, but the game is still a total blast. EA has a winner on its hands. Chris—The lush, detailed environments and the beautiful vehicles compete for your attention in this well-designed game. The course layouts are impressive, with plenty of shortcuts and obstacles. Steven—The game packs in lots of game play and replay value, with dozens of challenges set in beautiful locations. No other title around lets you play cat and mouse while driving a Lamborghini. Andy—A great twist to the racing genre.



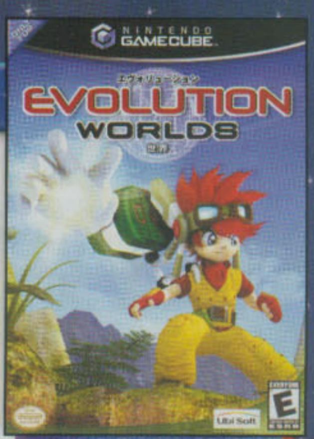




• Electronic Arts 7
• 1 to 2 players simultaneously
• 20 exotic cars
ALAN ★★★★½
CHRIS ★★★★
GEORGE ★★★★
SCOTT ★★★★
STEVEN ★★★★
EVERYONE
E
CONTENT RATED BY ESRB

EVOLUTION WORLDS

A world of dungeon-exploring adventure comes to Nintendo GameCube.



Exclusive to Nintendo GameCube, Evolution Worlds is an action-oriented, turn-based RPG based on Evolution and Evolution 2 for Sega's Dreamcast. Join treasure hunter Mag Launcher as he takes on assignments for the Society in an effort to restore the reputation of his adventuring family. Mag can take two characters along with him on every adventure—choose from the mysterious heroine, Linear, helpful butler, Gre Nade or rival adventurer, Chain Gun. Each character has his or her own set of special skills and talents that boost the stats of the team. Mag uses his power-packed Cyframe—essential equipment for all serious adventurers—to defeat hordes of dungeon-dwelling enemies. As the story progresses, Mag learns about a Cyframe known as Evolutia and the efforts of the evil Eighth Empire to claim the prize.

All of the game's dungeons feature randomly generated layouts and enemy configurations, which means that your experience will be different every time you return to a location. You'll return to dungeons often, too, because the number of treasures that you can hold is limited.

With anime-style graphics, fully voiced dialogue (with subtitles) and play control that works well with the game style, Evolution Worlds is a fun and satisfying RPG experience.

COMMENTS: Chris—Evolution Worlds doesn't have the stunning, realistic graphics that carry other RPGs—instead it opts for more cartoonish graphics that suit the game's nature. George—The game seems to emphasize dungeon hacking over a deep and involving story. It's a lot of fun but somewhat repetitive. Alan—If you are a hard-core RPG gamer, you might like this game. It's easy enough for newcomers to play, too, but probably too repetitive to hold their interest.







TUROK: EVOLUTION

A popular first-person battler takes the next step in its evolution.

Turok games have always been massive first-person-perspective fighting games with lots of weapons and M-rated violence. Turok: Evolution, the first Nintendo GameCube title in the series, is bigger than ever before and more violent, too. Set as a prequel to previous Turok games, the story centers on native warrior Tal'Set and his adventures in the Lost Land. There, he takes on 32 different types of enemy, including the soldiers of Tobias Buckner and a large collection of carnivorous creatures. The dozen weapons that Tal'Set has at his disposal include Variable Payload Cruise Missiles, Gravity Disrupter Beams and Swarm Bores, all of which are new to the series. Players can use the weapons to take out enemies and destroy objects in the environment, such as trees and rock towers, which provides a new way to defeat big dinosaurs.

In addition to fighting levels that feature fast and smooth action, the game includes flight sequences, which put players on the backs of winged dinosaurs. There are more than a dozen different types of split-screen multiplayer battles—flying fights, deathmatches and team contests.

COMMENTS: Alan—The flying levels are fun, but, overall, this is a really average title when compared to TimeSplitters 2 or Metroid Prime. Scott—The levels are big, the enemies are everywhere and the weapons range from primitive to fantastical. George—The first-person perspective viewpoint can be disorienting, especially with no map or radar feature. Steven—In striving for a natural environment, a la Jurassic Park, the game somehow comes out feeling more like the Jurassic Park ride at Universal Studios—large and impressive but linear at the same time.





NHL HITZ 20-03

- Midway
- 1 to 4 players simultaneously

49



Violence



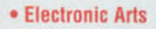
The 20-03 edition of Midway's adrenaline-infused three-on-three hockey franchise is a deeper and more detailed game than its predecessor. In addition to improved graphics and camera control, NHL Hitz 20-03 includes an updated Franchise Mode, Season Mode, an All-Star game, new fantasy teams, hockey school and six multiplayer minigames. A new sense of realism puts penalty-committing players into the box, too. Power play!



NASCAR THUNDER 2003

2

- Electronic Arts
- 1 to 4 players simultaneously
- 75 drivers, 23 tracks







Dale Earnhardt Jr. and Jeff Gordon lead a pack of 75 pro drivers in the ultimate NASCAR racing experience. Enter a season or embark on a racing career that lets you manage every aspect of a racing team. If you want instant thrills, you can enter a single race, try to win one of 23 Thunder Plates for the chance to unlock cars and drivers, or relive some of the greatest moments in NASCAR history in the game's 30 Lightning Challenges. It's fast fun.



SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION

52

- Ubi Soft
- 1 to 2 players simultaneously

This game had not been rated by press time.



Join Formula 1 racer Jacques Villeneuve for futuristic racing in the Speed Challenge League. With six high-tech cars to choose from and 11 windy tracks, the game offers Championship, Grand Prix and Season Modes, as well as a Special Series that groups the courses by track type and weather conditions. Dozens of car design choices allow you to adjust your vehicle's top speed, acceleration, braking and tire grip.



KNOCKOUT KINGS 2003

5

- Electronic Arts
- 1 to 2 players simultaneously



Blood
Mild Lyrics
Violence



Have you ever wondered if Lennox Lewis could defeat Joe Louis, or if Evander Holyfield could stand his ground against Muhammad Ali? The answers are in Knockout Kings 2003, a hard-hitting heavyweight slugfest with more than a dozen famous boxers. You can even create your own fighter and rise from the local gym to a packed stadium in Career Mode. The action is fierce, the graphics are great and the play control is rock solid.



ROCKY

2

- Ubi Soft
- 1 to 2 players simultaneously



Violence



The film series that put Sylvester Stallone on the road to stardom comes to Nintendo GameCube as an in-depth boxing exercise that is jam-packed with *Rocky* references. Movie Mode covers 20 bouts, through five chapters. Each chapter ends with a fight with a famous Rocky foe, such as Apollo Creed or Clubber Lang. The game even has a meat locker training scene and play control that rivals that of the Knockout Kings series.

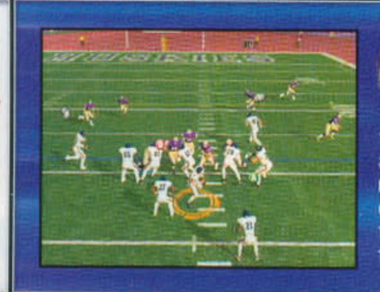


NCAA COLLEGE FOOTBALL 2K3

58

- Sega
- 1 to 4 players simultaneously



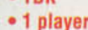


While it doesn't have the hometown fight-song-and-mascot flair of EA's NCAA Football 2003, Sega's NCAA College Football 2K3 is solid and enjoyable. It uses the same easy-to-understand play calling scheme and intuitive controls as its NFL cousin and boasts more than 100 college teams and stadiums. With a quick play mode, exhibition play, tournaments and two season modes, NCAA Football has something for every football fan.



CASPER: SPIRIT DIMENSIONS

- TDK
- 1 player




Violence




A surprisingly dark story and atmosphere—at least for the normally lighthearted adventures of the Friendly Ghost—mark Casper's GCN debut. The 3-D adventure and four worlds takes place in over 16 levels. Evil being Kibosh has captured all of the world's ghosts, except for Casper, and the meek spirit must come to the aid of his peers. Casper floats freely, picks up power-ups and fires blasts of fire and ice at vicious enemies.

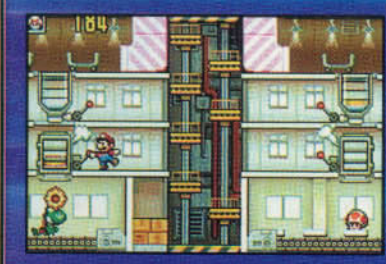
ALAN ★★½
ANDY ★★★½
CHRIS ★★½
GEORGE ★★½
SCOTT ★★★★

GAME & WATCH GALLERY 4

- Nintendo/32 Megabits
- 1 to 2 players simultaneously
- Single-Pak Game Link



Comic Mischief




The first collection of Game & Watch games to reach Game Boy Advance packs in six simple, but fun, games for one or two players. The Classic Mode version of each game plays in the original graphics and stars Mr. Game & Watch. The Modern Modes feature updated graphics and popular characters, such as Mario, Toad and Yoshi. The games include the Game & Watch versions of Donkey Kong Jr. and Donkey Kong 3.

ANDY ★★★★
CHRIS ★★★★
GEORGE ★★★
SCOTT ★★★★
STEVEN ★★★★

CONTRA ADVANCE: THE ALIEN WARS EX

- Konami/32 Megabits
- 1 to 2 player simultaneously
- Multi-Pak Game Link



Violence




Based on Super NES classic Contra III: The Alien Wars, Contra Advance offers a big collection of blast-'em-all missions packed with combat action. Some of the missions are direct translations of Contra III missions. Others are new for Contra Advance. The number of missions depends on the selected difficulty level. Tracking missiles, cutting lasers and alien-eliminating spread guns are a few of the eight weapons.

ALAN ★★★★½
ANDY ★★★½
CHRIS ★★★★
GEORGE ★★★½
SCOTT ★★★½

BALLISTIC: ECKS VS. SEVER

- BAM!/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link



Violence




Former enemies join forces in BAM! Entertainment's second Ecks vs. Sever first-person shooter. While a multinational weapons-running cartel carries out an evil plan, Ecks fights the group at home and Sever takes them on abroad over the course of more than 20 single-player missions. The game's locations are larger and more realistic than its predecessor's, and it adds two more multiplayer modes for a total of five.

ALAN ★★★½
ANDY ★★★★
CHRIS ★★★½
GEORGE ★★★
STEVEN ★★★★½

DISNEY'S TREASURE PLANET

- Ubi Soft/64 Megabits
- 1 player



Mild Violence




Disney's retelling of the classic Robert Louis Stevenson story, *Treasure Island*, comes to Game Boy Advance as a single-player, isometric-view adventure. As young adventurer Jim, you must jump and fight your way through a series of trap-packed areas on your way to riches and victory over Captain Flint. In addition to on-foot adventuring levels, players can access Solar Surfer-riding sequences and unlockable clips from the film.

ALAN ★★★
ANDY ★★★½
CHRIS ★★★★
GEORGE ★★★½
STEVEN ★★★★

SHREK: HASSLE AT THE CASTLE

- TDK/32 Megabits
- 1 to 4 players simultaneously
- Single-Pak and Multi-Pak Game Link



Mild Violence




Featuring a cool, cartoonish graphic style and a story that mirrors the plot of the movie, Shrek: Hassle at the Castle is a side-scrolling, jumping and fighting delight with a story mode and a one-on-one fighting mode. The game takes place in seven Fairy Tale Land locations, including Shrek's swamp and Lord Farquaad's castle. Players take control over wacky, big-headed versions of Shrek, Donkey or Princess Fiona. Pure fun.

ALAN ★★★★
ANDY ★★★
CHRIS ★★½
GEORGE ★★★★
STEVEN ★★★★

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- TDK
- 1 player



Violence





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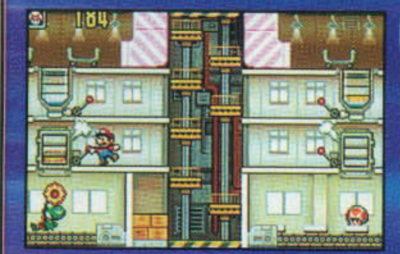
- ALAN ★★½
- ANDY ★★★½
- CHRIS ★★½
- GEORGE ★★½
- SCOTT ★★★★

GAME & WATCH GALLERY 4

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- 1 to 2 players simultaneously
- Single-Pak Game Link



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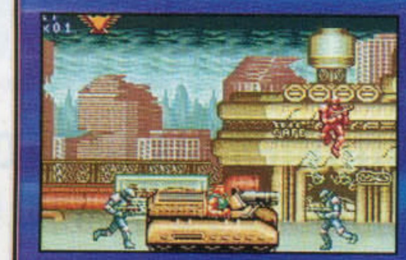
- ANDY ★★★★
- CHRIS ★★★★
- GEORGE ★★★
- SCOTT ★★★★
- STEVEN ★★★★

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- ALAN ★★★★½
- ANDY ★★★½
- CHRIS ★★★★
- GEORGE ★★★½
- SCOTT ★★★½

BALLISTIC: ECKS VS. SEVER

- BAM!/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link



Violence





Former enemies join forces in BAM! Entertainment's second Ecks vs. Sever first-person shooter. While a multinational weapons-running cartel carries out an evil plan, Ecks fights the group at home and Sever takes them on abroad over the course of more than 20 single-player missions. The game's locations are larger and more realistic than its predecessor's, and it adds two more multiplayer modes for a total of five.

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DISNEY'S TREASURE PLANET

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- 1 player



Mild Violence





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- ALAN ★★★
- ANDY ★★★½
- CHRIS ★★★★
- GEORGE ★★★½
- STEVEN ★★★★

SHREK: HASSLE AT THE CASTLE

- TDK/32 Megabits
- 1 to 4 players simultaneously
- Single-Pak and Multi-Pak Game Link



Mild Violence



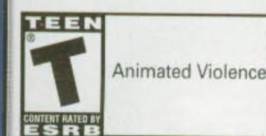


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- ALAN ★★★★
- ANDY ★★★
- CHRIS ★★½
- GEORGE ★★★★
- STEVEN ★★★★

STREET FIGHTER ALPHA 3

- Capcom/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link





The evolution of Capcom's Street Fighter series reached its peak with Street Fighter Alpha 3. The Game Boy Advance version is a faithful re-creation of the arcade game, with more than 30 characters, three control schemes (called "isms" in the Street Fighter universe) and two Turbo settings. It's perfect fighting fun for fighting game afficionados but could be confusing for players who are new to the genre.



WWE: ROAD TO WRESTLEMANIA X8

- THQ/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link





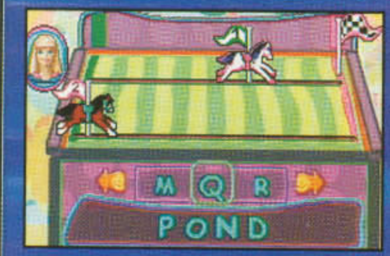
More than a dozen of the biggest names in wrestling, such as the Rock, Triple H and Hollywood Hogan, face off in the fight for four major titles in the biggest wrestling showdown to hit Game Boy Advance. The game has five modes: Championship, King of the Ring, Royal Rumble, Gauntlet and Pay-per-View. Players can go hand-to-hand or pick up weapons for the ultimate bruising battle.



BARBIE GROOVY GAMES

- Vivendi Universal/32 Megabits
- 1 to 2 players alternating
- 9 games





Barbie, Ken and five of their pals step out for a collection of nine simple party games for one or two players. D.J. Booth is a CD-and-CD-cover matching game, similar to Concentration. Bubble Machine is a color-matching game with similarities to Bust-a-Move. Groove and Move is a simplified dancing game, and Conga Line challenges you to steer an ever-growing line of dancers. Other games include Tic-Tac-Toe and Checkers.



CUBIX: ROBOTS FOR EVERYONE: SHOWDOWN

- 3DO/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link





"If you control the bots, you control Bubble Town," announces evil genius Dr. K at the beginning of another adventure for the Cubix gang. This time, the battles are turn-based and there's a Battle Mode, in which you can select your robot matchups. You can trade robots with another player using a GBA Link Cable, too. The graphics are great and the cut scenes are straight from the show.



EXTREME GHOSTBUSTERS: CODE ECTO-1

- Dreamcatcher/32 Megabits
- 1 player





Garret and Roland have gone missing, and the rest of the Extreme Ghostbusters team has set off to find them in a 12-level side-scrolling adventure that has the heroes fighting and capturing a variety of ghosts and phantoms. Two of the game's four environments are a ghost-filled city building and the secret lair of evil Count Mercharior. The team travels from one location to the next in four overhead-view driving levels.



SPYRO 2: SEASON OF FLAME

- Vivendi Universal/64 Megabits
- 1 player





Fresh from their battle with the Rhynocs in the Dragon Realms, Spyro and his pals discover that the fairies need their help yet again. Instead of being frozen in ice, like they were in Season of Ice, the fairies are on fire. It just so happens that Spyro can breathe out a freezing mist that returns the fairies back to normal. The action is presented in the same style and is shown from the same isometric perspective as Spyro's last GBA adventure.



SUPER GHOULS 'N GHOSTS

- Capcom/32 Megabits
- 1 player


Mild Violence



Take a journey into the Ghoul Realm with adventurous knight Arthur and engage in classic side-scrolling action through more than 20 levels. The challenge is set on high in a faithful re-creation of the Super NES game. Collect eight types of weapons and three types of armor, which enhance the power of the weapons, as you take on an onslaught of ghoulish creatures. The new Arrange Mode lets you choose your path through the adventure.



VIRTUA TENNIS

- THQ/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link





Create a tennis pro and embark on a World Tour in Sega's feature-filled Virtua Tennis. You can train your pro in a large collection of minigames that improve your stroke, serve, footwork and volley, and you can purchase items that will give you the competitive edge. When you're ready, you can enter tournaments and try to improve your pro's world ranking. Matches feature 12 tennis stars, including Venus and Serena Williams.



HAMTARO: HAM-HAMS UNITE!

- Nintendo/16 Megabits
- 1 player


Comic Mischief



Join little Hamtaro as he embarks on a big adventure to gather the members of the Ham-Hams Clubhouse in more than a dozen hamster-friendly hideouts. The clever and amusing game instructs you in the fine art of HamChat, the Ham-Hams' language—useful for communication and problem-solving. As the adventure progresses, you'll accumulate items, outfits and songs that you can share with other players via a GBC Game Link Cable.



KEY

 GCN  GBA  GBC   NUMBER OF MEMORY CARD BLOCKS REQUIRED

 ADVENTURE   ARCADE    FIGHTING  PLATFORM  PUZZLE  RPG  RACING   SHOOTER  SPORTS  STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.



ANDY:      

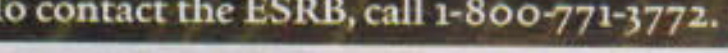
CHRIS:    

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

 Early Childhood  Teen (13+) Adult (18+)

 Everyone  Mature (17+) Rating Pending


To contact the ESRB, call 1-800-771-3772.

JOIN THE WHOLE NICK GANG ON NINTENDO.

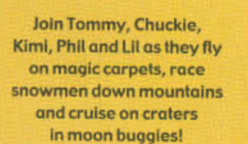










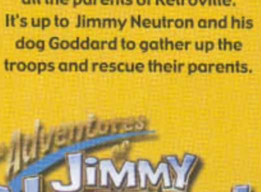


Join Tommy, Chuckie, Kimi, Phil and Lil as they fly on magic carpets, race snowmen down mountains and cruise on craters in moon buggies!

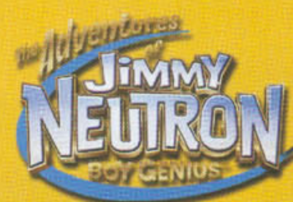


Totally Insane! Grind on rails, glide on a zip line and cruise on a wave bike in all-new Rocket Power action.





The evil Yokians have invaded earth and captured all the parents of Retroville. It's up to Jimmy Neutron and his dog Goddard to gather up the troops and rescue their parents.



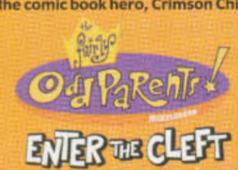

SpongeBob SquarePants has released the Flying Dutchman from an endless slumber! Help SpongeBob rescue his friends in this sea-soaking adventure of a lifetime!



GAME BOY ADVANCE



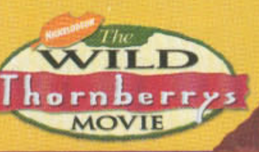
Help Arnold save the neighborhood from an unsavory businessman!

Join Timmy as Cleft, The Boy Chin Wonder in an attempt to rescue the comic book hero, Crimson Chin!



Explore with The Wild Thornberrys as they travel across continents on their greatest adventure yet!





You can collect THQ/Nick Prize Points and earn great rewards! Look for specially-marked packages. Go to www.thqnickprizepoints.com for rules and instructions on setting up your Prize Points account or ordering program merchandise rewards.

See The Wild Thornberrys Movie in theaters this Christmas!











GAME BOY ADVANCE





www.thq.com

NP 411

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For Help Playing Any Nintendo Game

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U.S. $1.50 per minute

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Canada $2.00 per minute

(1-425-883-9714 TDD)
6 a.m.-9 p.m. Pacific time, Monday-Saturday,
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NINTENDO POWER SUBSCRIPTIONS, RENEWALS, BACK ISSUES, PLAYER'S GUIDES AND MORE
www.nintendo.com/consumer/magazine.html

POWER LINE
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Get complete game walk-throughs on the most popular games for the Nintendo systems. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call. For a complete list of games available on the power line, check out:
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If you are unable to find what you need at our website, contact us at:
1-800-255-3700
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Note: We are unable to answer game play questions on this line.
6 a.m.-9 p.m. Pacific time, Monday-Saturday,
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Send your letters and art to:
Nintendo Power Player's Pulse
PO Box 97033
Redmond, WA 98073-9733

PLAYER'S PULSE ART OF THE MONTH OFFICIAL CONTEST RULES

No purchase necessary to enter or win. Purchase will not increase odds of winning. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. The sponsor of the Contest is NOA of Redmond, Washington. Void where prohibited. To enter print your name, address, telephone number, on your art, and mail the entry to this address: NINTENDO POWER, PLAYER'S PULSE, P.O. BOX 97033, REDMOND, WA 98073-9733. Enter as often as you wish. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. The Contest will be run monthly from January 1, 2002 to January 31, 2003 or until Nintendo discontinues the Contest (the "Term"). Material submitted to NOA in connection with the Contest (e.g., art, letters, creative suggestions, ideas, notes, drawings, concepts, or other information (collectively, the "Submissions"), shall be and shall remain the property of NOA upon submission, including all associated copyright, trademark and other proprietary rights. Submissions will not be returned to you. None of the Submissions shall be subject to any obligation of confidence on NOA's part, and NOA shall not be liable for any use or disclosure of any Submissions. You agree that NOA will own all rights to the Submissions forever and throughout the world, and NOA may use the Submissions in any manner or medium now existing or developed in the future, without any compensation to you or any other person or entity. You may only submit material that is original and has not been copied from any other work. Any material you submit must not violate, misappropriate or infringe any copyright, trademark or other proprietary right of any other person or entity. All entries must be received by NOA by the last day of the month in order to be eligible to win a prize for that month. Each month during the Term of the Contest, NOA will select from all entries received in the previous month the eligible entrant who submits the one (1) entry which an independent judge determines, in his or her discretion, to be the most apt, original, interesting and creative "Art of the Month". NOA will attempt to notify winners by mail by the 20th of the following month after winner selection. Prize: NOA will award one (1) Nintendo Power T-shirt each month to the winning entrant whose art is selected as "Art of the Month". Approximate Retail Value (ARV) of prize package is $10.00. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or a list of winners, after February 1, 2002 and before January 31, 2003, send a stamped, self-addressed envelope to the address above. WA/VT residents may omit return postage. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA, its parent, and their affiliates, directors, officers and employees from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the Contest at any time if causes beyond NOA's control affect the administration of the Contest or NOA otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect.













5 out of 5 -
"55,947 bullets later, I'm still addicted"
- OPM

9/10 - Game of the Month
"The Definitive PS2 Shooter"
- PSM

4.75 out of 5 - "A Brilliant Game"
- Nintendo Power

Editor's Choice Award - "Awesome"
- IGN

Silver Award - Editor's Choice
"Heir Apparent to GoldenEye"
- Electronic Gaming Monthly

"First Halo, Now This"
- Xbox Nation

THE MOST ACCLAIMED GAME OF THE YEAR



OUT NOW

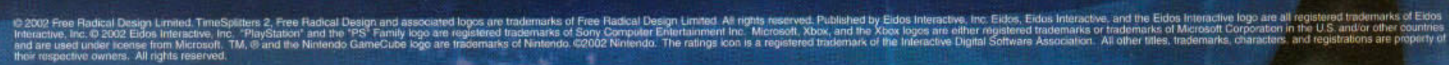
TEEN
T
CONTENT RATED BY ESRB
Violence

XBOX

NINTENDO GAMECUBE









THE NINDEX

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NINTENDO GAMECUBE. TITLES CURRENTLY AVAILABLE

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Batman Vengeance
Casper: Spirit Dimensions
Crash Bandicoot: The Wrath of Cortex
Disney's Magical Mirror Starring Mickey Mouse
Disney's Tarzan Untamed
Eternal Darkness: Sanity's Requiem
Luigi's Mansion
Mystic Heroes
Pikmin
Resident Evil
Robotech: Battlecry
Rocket Power: Beach Bandits
Scooby-Doo!: Night of 1,000 Frights
The Scorpion King: Rise of the Akkadian
Sonic Adventure 2: Battle
Spider-Man
SpyHunter
Star Fox Adventures
Star Wars Rogue Squadron II: Rogue Leader
Turok: Evolution
Universal Studios Theme Parks Adventure

ARCADE
18-Wheeler: American Pro Trucker
Gauntlet: Dark Legacy
Mario Party 4
Monsters, Inc: Scream Arena
Namco Museum
Pac-Man Fever
Rayman Arena
Super Monkey Ball
Super Monkey Ball 2

FIGHTING
Barbarian: The Age of Zaugg
Bloody Roar: Primal Fury
Capcom vs. SNK 2: EO
Godzilla: Destroy all Monsters Melee
Legends of Wrestling
Super Smash Bros. Melee
UFC Throwdown
WWE Wrestlemania X8

PLATFORM
Bomberman Generation
Disney's Donald Duck: Goin' Quackers
Pac-Man World 2
Super Mario Sunshine

PUZZLE
Egg Mania: Eggstreme Madness
Tetris Worlds
ZooCube

RACING
4 x 4 EVO 2
Burnout
Cel Damage
Crazy Taxi
Driven
Extreme G 3
Freekstyle
Jeremy McGrath Supercross World
MX SuperFly
NASCAR Thunder 2003
Need for Speed: Hot Pursuit 2
The Simpsons: Road Rage
Smashing Drive
Smuggler's Run: Warzones
Wave Race: Blue Storm

RPG
Lost Kingdoms

SHOOTER
James Bond 007 in Agent under Fire
TimeSplitters 2
Turok: Evolution

SPORTS
2002 FIFA World Cup
Aggressive Inline
All-Star Baseball 2002
All-Star Baseball 2003
Backyard Football
Beach Spikers
Big Air Freestyle
Dark Summit
Dave Mirra Freestyle BMX 2
ESPN International Winter Sports 2002
ESPN MLS ExtraTime 2002
F1 2002
FIFA Soccer 2002
Home Run KING
Kelly Slater's Pro Surfer
Knockout Kings
Madden NFL 2002
Madden NFL 2003
MLB SlugFest 20-03
NBA 2K2
NBA Courtside 2002
NBA Street
NCAA College Football 2K3
NCAA Football 2003
NFL 2K3
NFL Blitz 20-02
NFL Blitz 20-03
NFL QB Club 2002
NHL 2003
NHL Hitz 20-02
NHL Hitz 20-03
RedCard 20-03
Sega Soccer Slam
SSX Tricky
Tony Hawk's Pro Skater 3
Virtua Striker 2002
WTA Tour Tennis



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PlayStation.2





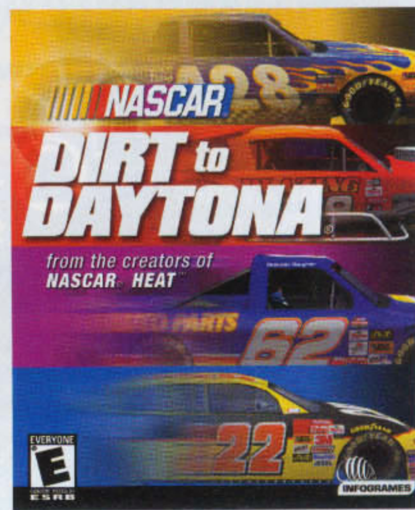








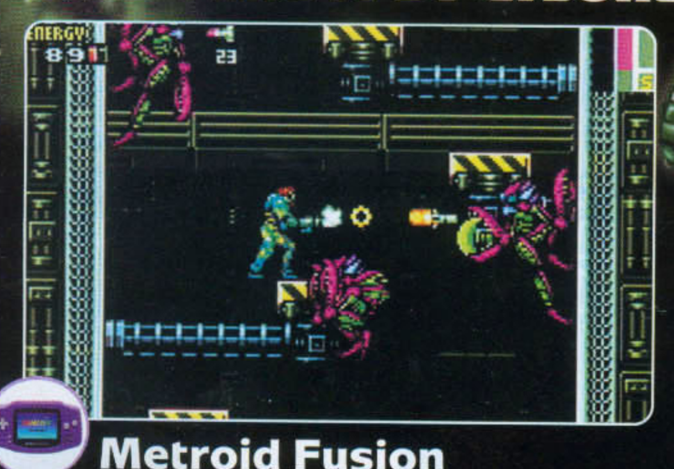




NEXT ISSUE

VOLUME 163 — DECEMBER 2002

This Time It's Personal



Metroid Fusion

Samus Aran fights the most dangerous villain that she has ever faced in Metroid Fusion—a perfect copy of herself! Check out our strategy coverage of the game next month to find out how she'll pull herself out of the scrape.

Great Previews and Reviews



Harry Potter and the Chamber of Secrets



Metroid Prime

The Legend of Zelda: A Link to the Past / Four Swords



Tony Hawk's Pro Skater 4

Party on, Mario!

December's Player's Poll Sweepstakes celebrates the release of Mario Party 4 with a chance to win the ultimate party for you and your friends. Prizes include Mario Party 4 games and WaveBird Controllers!

The Sports Reports

The Nintendo GameCube sports game library is having a winning season. December's Sports Reports will bring basketball and golf to the forefront. Watch for the latest video game versions of NBA, PGA, NCAA, FIFA, NHL and NASCAR action.



NBA Live 2003



Tiger Woods PGA Tour 2003

Plus!

- JAMES BOND 007: NIGHTFIRE
- RESIDENT EVIL ZERO
- ROBOTECH: BATTLECRY
- MORTAL KOMBAT: DEADLY ALLIANCE
- PHANTASY STAR ONLINE: EPISODE I & II
- DIE HARD: VENDETTA
- KIRBY: NIGHTMARE IN DREAM LAND (GBA)
- PRO RALLY 2002
- *STAR WARS*: THE CLONE WARS
- TAZ: WANTED
- TY THE TASMANIAN TIGER
- MATT HOFFMAN'S PRO BMX 2
- SONIC MEGA COLLECTION
- MEDAL OF HONOR: FRONTLINE
- SHREK: EXTRA LARGE
- SPYRO: ENTER THE DRAGONFLY
- BATMAN: DARK TOMORROW

SUPER POWER SUPPLIES

2002 Hot Stuff



Logo decoration on back.

Metroid® Prime Hat

Sure, you know you'll look cool in this hat, but didja know you'll also feel cool? You will, thanks to the brushed cotton construction. The Metroid Prime logo is prominently embroidered on the front, with the Nintendo® racetrack logo embroidered on the flip side. Adjusts to fit any size.

Item #300227 $15.00



Metroid Prime Leather Cuff

A look so awesome, wearing this cuff could cause a sudden impulse to battle space pirates or fend off mutated alien beetles ...or something like that. Made of leather with the Metroid Prime logo debossed on the front side.
Measures 1" by 9". Adjusts comfortably with snaps.

Item #300228 $12.00



Logo decoration on back.

Rareware logo is a trademark of Rare.

Star Fox® Adventures Hat

Stand out in a crowd and let 'em know who's got it going on. Made of brushed cotton twill, solid black with an eye-popping 3-D Star Fox Adventures game logo embroidered on the front. Nintendo racetrack logo embroidered above the back keyhole and Rareware™ logo embroidered on the side. Adjusts to fit all sizes.

Item #300226 $18.00





Logo decorations on back and sleeves.





Rareware logo is a trademark of Rare.

Star Fox Adventures T

Fox McCloud and your other favorite characters from the newest Star Fox game seemingly come to life on this 100% cotton T-shirt. Our special combination of 4-color process and high-density screen print creates vivid, life like images. Features the Nintendo racetrack logo on the back tagline, the Nintendo GameCube™ logo on one sleeve and the Rareware logo on the other sleeve.
Adult sizes: MD-LG-XL.

Item #300225 $22.00

All plush toys are recommended for ages 4 and up.
All products are available while supplies last. For best product availability, please order via phone today.



Metal Mario Key Chain

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Item #300155 $6.00

Mario™ & FLUDD Plush

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Item #300231 $12.00

Super Mario Sunshine™ T

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Adult sizes: MD-LG-XL.

Item # 300229 $22.00





Logo decorations on back and sleeves.







Embroidery on under side of bill.

Super Mario Sunshine Hat

More Mario mania in a hat that totally rocks. It features the game logo on the front and Mario secretly embroidered underneath the bill. Just be careful when you walk, because the mustachioed one could be a big distraction. Under side displays the Nintendo racetrack logo.

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2002 Cool Specials



Game Boy® Advance Carrying Case

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NOW $6.00



Game Boy Advance Transporter

Transport your Game Boy® supplies and accessories two ways. Use the adjustable shoulder strap or haul loop. Holds Game Boy Advance or Game Boy® Color. Includes mesh interior pockets for additional storage. Game Boy Advance logo. Available in blue. Measures Approx: 12" x 9" x 3-1/4". Stuff doesn't come with it.

Item #300169 Was $32.00 NOW $15.00



Game Boy Advance Sling Carrier

Front sling includes wide strap for added comfort. Large mesh interior pocket will hold all of your Game Boy supplies and accessories, plus Game Boy Advance or Game Boy Color. Exterior mesh pocket for additional gear. Made of foam to protect and cushion your equipment. Game Boy Advance logo. Available in black. Measures Approx: 10-1/4" x 7-1/2" x 3". Get your own cool stuff to fill your bag.

Item #300167
Was $25.00 NOW $15.00



Game Boy Game Pak Cases

Keep the gunk off of your precious Game Paks! Protects Game Boy Advance or Game Boy Color Game Paks. You get six cases in each box. Colors: 2 purple, 2 clear, 1 teal, 1 kiwi.

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Nintendo GameCube™ Game Case Holder

Store your precious Nintendo GameCube game cases in this handy stackable rack. Metallic gray and black styling with the Nintendo GameCube logo molded into the top. Measures 8" x 12" so it'll fit on just about any shelf! Holds 25 standard-size DVD cases. Games shown not included.

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Item #300154 Was $12.00 NOW $10.00



Eternal Darkness: Sanity's Requiem CD

The game's spooky musical styles can he heard throughout this game soundtrack. Play this cool CD whenever you want!

Item #300233 $10.00



Game Throne Footstool

Commanding from your Game Throne, you decree, "Gaming royalty must play with the highest quotient of comfort!" Servants will dutifully scramble to provide you with this inflatable footstool that smartly matches your platinum-colored Throne. Measures 16" x 22". Large Nintendo Power logo screened on front.

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CARDHOLDER'S NAME ______

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Call Monday thru Friday 7AM – 5PM (PST)

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3. Send envelope to:

NOVEMBER 2002
SUPER POWER SUPPLIES CATALOG
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ITEM#	DESCRIPTION	SIZE	PRICE	QUANTITY	TOTAL

ALL PRODUCTS AVAILABLE WHILE SUPPLIES LAST.

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$61 and Over...	ADD	→	$11	$16 (U.S. funds)
Rush Service (3-5 days)	ADD		$14	Not Available
*Rush Service (2-day)	ADD		$17	Not Available
*Rush Service (1-day)	ADD		$20	Not Available

*Order must be placed before 1pm PST and is subject to product availability.

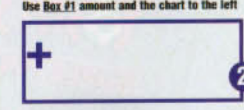
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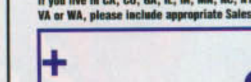
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GRAND TOTAL DUE
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